the Playstation

Encyclopedia Book

vol.02

Vol.02

DaddaRuleKonge.com

CONTENT

The book is made up by four parts because of the lulu printing limit and the useless inDesign program and it`s constant crashes. The pagenumbers are consistent and works as the books was a complete set, this is because the pagenumbers are set, and I would have to change every pagenumber on the checklist. The pagenumbers on the checklist volume are different though.

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GAME ARTS Esp

PlayStation

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PlayStation NTSC-J Exclusive Games

These pages consict of the Japanese exclusive PlayStation games. When I went through the PAL and NTSC releases from the list on Wikipedia, i also included the Japanese only releases, as many of them were very interesting and strange. The Wikipedia list only included a fraction of the original number of releases though, so when I started filling in the blanks, it came apparent that I was way over my head. But I had set a goal for myself and felt I was too deep into not including every release.

Finding information on the Japanese releases though was more than a chore, as not many English has detailed information on these games. Without the site The Playstation Datacenter *(kimsufi.com/psxdatacenter.com),* information on most Japanese games in this book whould be extremly barren. The sites includes several great screenshots, covershots, adverts, though, the writing is almost as poor as mine, full of grammatical errors. I am also not especially good on proof reading, so expect more spelling errors on thesr pages, than on the previous pages regarding the PAL and NTSC, as those pages mostly come from other sources.

I have tried to not exclusively take advantage on The Playstation Datacenter, and used other sites as much as possibly. Some games that was not covered by The Playstation Datacenter made me try to find information on Japanese sites with the help of Google Translate, something that was not a easy task.

On some games I could not find a single trace of information, other that it was included in most “master” PSX lists people had. So it may be games included here that are not official, nor released. These games usually has no screenshots, covershots, nor any usefull information, other than an title and some release date, developer info, and maybe som stupid rambling from me...

Arkanoid Returns

7.7

Developer	Taito
Publisher	Taito
Release date	(jp) August 7, 1997
Genre	Breakout
Players	1-2 Players

Arkanoid Returns, also known as Arkanoid 4, is largely similar to its predecessor Arkanoid: Doh It Again, as it has the same power-ups (plus the Giga-Ball) and board size. Some of the level designs have even been reused.

The game has 50 levels, and the theme changes every 9 levels. Unlike past games, it doesn’t have boss battles.

The pages are mostly the same as the PAL, NTSC pages, though, since the Japanese releases often rereleased their games in several different packages, I also included those when I could.

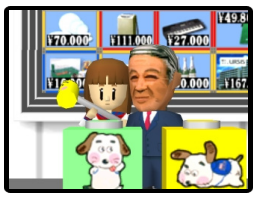
The rarity was a problem. I found few sites that included a some scores on Japanese releases. The Digi-press site I used on the PAL,NTSC had none. So, the rarity are mostly missing from these games, which is a shame.

The cover pictures came mostly from Gamefaq. If they didn`t have it, i used kimsufi.com or the Official Japanese PlayStation Site.

Screenshots came often from different sites, some random Google pictures, but mostly from kimsufi.com.

100 Manyen Quiz Hunter

6.0



Developer ISCO
Publisher FPS
Release date (jp) December 23, 1998
Genre Trivia
Players 1-4 Players

100 Manyen Quiz Hunter is a quiz game based on a Japanese TV Show of the same name.

The game features 2 modes: The main quiz mode and the MQR viewer where the players can see the prizes that they won playing the main game. The game features 10 different characters to play with and up to 4 human players to play at the same time using the multitap function.

"kimsufi.com"

10101 Will the Starship

6.6

Developer Sound Technology Japan
Publisher Sound Technology Japan
Release date (jp) November 6, 1997
Genre Shooter, Adventure
Players 1 Player

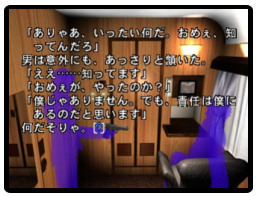
10101 Will the Starship is a starship shooter adventure game where the player is the captain of a starship. During the game the player have to control the starship and there are a lot of encounter with enemy ships and pirates.

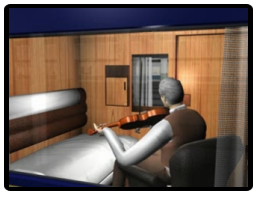
Voice actors in the game include Ai Iijima of talent, Kyoko ice, Mayumi Iizuka, Toru Okawa, and Akira Ishida.

Reprint
August 2000

19-03 Ueno Hatsu Yakou Ressha

4.2





Developer Visit
Publisher Visit
Release date (jp) March 4, 1999
Genre Visual novel
Players 1 Player

19-03 Ueno Hatsu Yakou Ressha is a third person adventure game that tells the story of Tsupei Akai, a freelance photographer, or of Miyuki Hatakeyama, a middle school teacher. Both of them take the night train that goes from Toyo's Ueno to Sapporo, but what started as a normal train travel soon will start to be a little more complicated since they will be involved in murders, assassins and other dangerous situations.

8.5

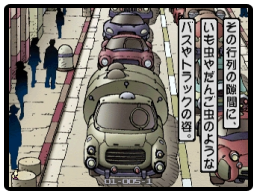
1 on 1

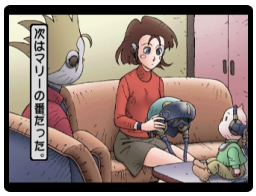
Developer Jorudan
Publisher Jorudan
Release date (jp) November 26, 1998
Genre Sports
Players 1-4 Players

1 on 1 is a 1 on 1 basketball game with characters based on Buzzer Beater, a manga series by Takehiko Inoue. The game is played over two rounds or until one of the contenders reaches 11 points. The players take turns being on the offense and the defense. If the player on defense successfully steals the ball from the offense player, they switch positions.

Simple 1500 Series
Vol. 30
May 2000

5.4



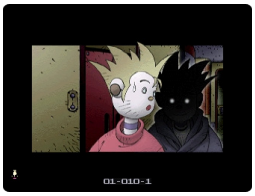


2999 Game Kids

Developer SCEI
Publisher SCEI
Release date (jp) December 23, 1999
Genre Interactive Comic
Players 1 Player

2999 Game Kids is an interactive comic set in the year 2999. The game start with the player character, a young kid, who wakes up from a nightmare and strange things starts to happen to him.

The gameplay is mostly in combic-book form, but there are some parts of the game in which the player control the character in a 3D first person perspective.



7.4

3D Shooting Tsukuru

Developer Success
Publisher ASCII Entertainment
Release date (jp) December 20, 1996
Genre Shooter, Constructing
Players 1 Player

3D Shooting Tsukuru is a 3D shooter where the player can design and test their own 3D shooter games. Players can choose between several options about the elements, ships, enemies and levels.

The game comes with two demo games included.

3X3 Eyes: Kyuusei Koushu

6.2

Developer Nihon Create
Publisher Xing Entertainment
Release date (jp) July 28, 1995
Genre Adventure
Players 1 Player

3x3 Eyes - Kyuusei Koushu is based on the manga by acclaimed manga artist Yuzo Takada, and anime series 3x3 Eyes. The story of the game is based on the following episode: Yakumo receives a message from his friend, the Buddhist monk Naparvha, saying that a curse has fallen upon a village in China. A young girl was killed under mysterious circumstances, and two monks fell asleep and cannot wake up. Yakumo visits the village and begins the investigation, aided by Yue Hua, the sister of the dead girl.

3X3 Eyes: Tenrinou Genmu

5.8

Developer Nihon Create
Publisher King Records
Release date (jp) August 6, 1998
Genre Adventure
Players 1 Player

3X3 Eyes - Tenrinou Genmu is a puzzle-less adventure in Japanese fashion, which plays like an interactive anime. Unlike most Japanese adventures, the player interacts with the game world not by choosing commands from a menu but by moving a cursor on the screen, like a western point-and-click adventure. Once the cursor is placed on an object possible to interact with, it is highlighted with an additional command, such as “look”, “talk”, etc.

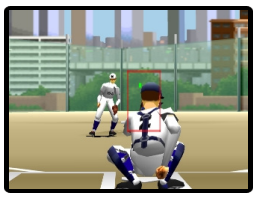
70’s Robot Anime - Geppy-X: The Super Boosted Armor

8.3

Developer Aroma
Publisher Aroma
Release date (jp) May 27, 1999
Genre Shooter
Players 1 Player

70’s Robot Anime - Geppy-X - The Super Boosted Armor is a side scrolling shooter released on 4 CDs. The player controls 6 different robots depending on the scenario. Each one has a main weapon which can be charged up and made more powerful, a secondary weapon which is more of an assist weapon, and each robot is capable of a super attack when the powergauge fills up.

8.0



'98 Koushien

Developer	Magical Company
Publisher	Magical Company
Release date	(jp) June 18, 1998
Genre	Sports, Strategy
Players	1-2 Players

'98 Koshien is a 3D baseball game with different game modes that includes vs. and story mode. The game focus on the high school baseball tournaments and has data of more than 4129 japanese high schools. The game allows the player to train his players and their teamwork. The player can also edit the team logo, school hymn or the team uniforms.

Magical 1500
December 2000

7.4

'99 Koshien

Developer	Magical Company
Publisher	Magical Company
Release date	(jp) June 17, 1999
Genre	Sports, Strategy
Players	1-2 Players

'99 Koshien, the sequel to '98 Koshien, is a 3D baseball game with cartoon graphics. The game features a more realistic ball simulation and more cartoon graphics than '98 Koshien. The game features 84 different tactics. The announcer will support the home team and the player will have to defeat other schools of Japan.

Magical 1500
December 2000

Commemorative
Limited Set
December 1994

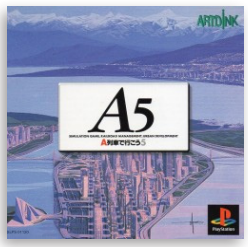
A IV Evolution

5.6

Developer	Artdink
Publisher	Artdink
Release date	(jp) December 3, 1994
Genre	Strategy, Simulation
Players	1 Player

A-Train is a series of train simulation video games. A IV Evolution puts the player in the role as the head of a major transport company it is the player's goal to build up an efficient train and bus system. The player is also free to buy and sell land, build housings and try to make money on the stocks market.

The game also features a spectator mode, in which players can enter one of your trains and enjoy the ride in a 3D perspective.



SuperLite 1500 Series
June 2003

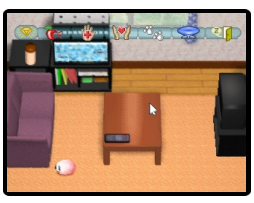
A5: A Ressha de Ikou 5

7.0

Developer	Artdink
Publisher	Artdink
Release date	(jp) December 4, 1997
Genre	Strategy, Simulation
Players	1 Player

A5 - A Ressha de Ikou 5 is the first A-Train game to use 3D graphics based on the PowerVR game engine, and also the first to be numbered under the Arabic numeral system instead of the Roman numeral system as were the previous 4 games.

The PlayStation version was re-released in April 2007 for the PSP and PS3.



A Nanjarin

7.5

Developer	To One
Publisher	To One
Release date	(jp) June 11, 1998
Genre	Simulation, Breeding
Players	1 Player

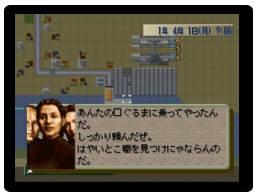
A Nanjarin is a virtual pet simulator in which the player can raise his virtual pet and make him grow, training him, giving him food, entertain and giving him love.

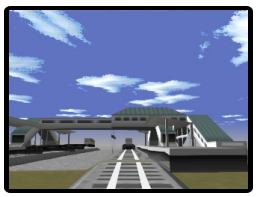
The player can choose a number of different animals and guide their growth from baby blob to a galloping furball.

"kimsufi.com"

9.2

A Ressha de Ikou Z: Mezase! Tairiku Oudan





Developer Artdink
Publisher Artdink
Release date (jp) May 4, 1999
Genre Strategy, Constructing
Players 1 Player

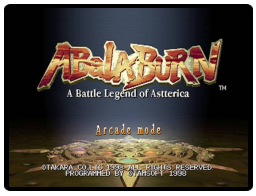
A Ressha de Ikou Z - Mezase! tairiku oudan is part of the A-Train series. The version Z features 3D view of the city and trains, different trains, rails and cities. The goal is to make the biggest train empire. The game ends when the player run out of money.

"kimsufi.com"

ArtDink Best Choice
June 2000

6.2

Abalaburn



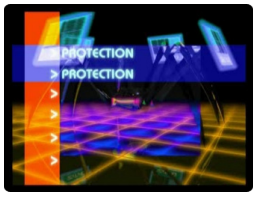
Developer Tamsoft
Publisher Takara
Release date (jp) August 20, 1998
Genre Fighting, Role-playing game
Players 1-2 Players

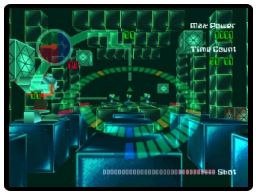
Abalaburn - A Battle Legend of Astterica is a 3D fighter that features 8 different characters for the player to choose. Each character's story begins in a different place but the missions are the same for all of them.

In Story mode the player controls a character in a small dungeon type of game like Tobal. There are altogether 12 Stages, but only 8 true dungeon stages, as the last few as just boss-fighting.

5.0

Acid



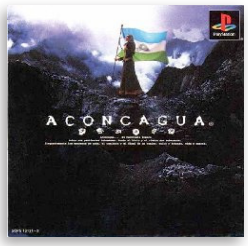


Developer Taki
Publisher Taki
Release date (jp) July 8, 1999
Genre Puzzle
Players 1-2 Players

Acid is a psychotropic puzzle where players get to fire a pulse of light at conundrums by charging the correct distance and then aim. Tempest style visuals with kanji characters and neon tracers.

The game features three difficulty levels (easy, normal and hard) and three game modes: Story Mode, Free Mode, and Vs Mode.

Major Wave Series
July 2000



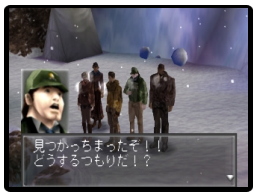
Aconcagua

7.6

Developer SCEI
Publisher SCEI
Release date (jp) June 1, 2000
Genre Survival horror
Players 1 Player

In Aconcagua, the player controls a Japanese journalist named Kato, whose job, along with Pachamama's, is to guide survivors safely down a mountain.

The game was previewed on Sony's website, which showed trailers that featured English dialogue. Aconcagua was set to be released in North America sometime in late 2000, but it was never released there.



Ad Lib Ouji: Prince & Unpleasant Friends

1.0

Developer Nippon Telenet
Publisher Nippon Telenet
Release date (jp) December 19, 2002
Genre Casino
Players 1 Player

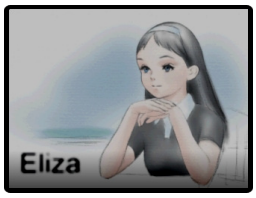
Drawn from a popular Japanese manga serial, Adlib Prince follows the story of a pachinko player named Oji who aspires to become the best shooter in all of Japan. As part of Oji's daily routine, players visit pachinko parlors with the aim of ranking highest in score against other participants. Ardent rivals throw out challenges and Oji must accept them to keep his standing as a top-tier pachinko cat.

Addie No Okurimono: To Moze from Addie

8.0

Developer SCEI
Publisher SCEI
Release date (jp) February 3, 2000
Genre Puzzle, Adventure
Players 1 Player

Addie No Okurimono - To Moze from Addie is an adventure puzzle game featuring a story mode in which the player controls a female character that have to solve different kind of puzzle to advence through the adventure. During the game she also will find different characters to interact with in a world with an interesting and unique atmosphere.



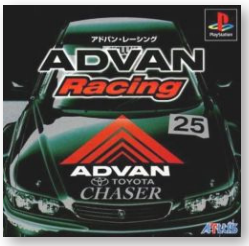
8.4

Advan Racing

Developer Atlus
Publisher Atlus
Release date (jp) November 19, 1998
Genre Racing
Players 1-2 Players

ADVAN Racing is a Japanese racing game developed with the cooperation of ADVAN, a extreme car competition in Japan. It features 16 cars taken from the real races, including both the roadsters and the rally cars. Atlus borrowed and improved some visual aspects from Gran Turismo, and many of the best racers are available right at the start of the game.

Game modes range from the simple exhibition racing to the official ADVAN GP.



7.0

Advanced V.G.

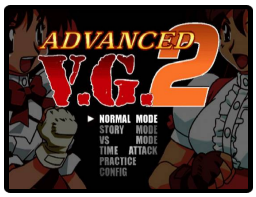
Developer TGL
Publisher TGL
Release date (jp) April 19, 1996
Genre Fighting
Players 1-2 Players

Advanced Variable Geo is an updated version of the first game, Variable Geo, a Japanese 2D fighting game series developed and published by Giga for home computers. The game adds three new playable characters, a storyline which features Yuka as the main character, and includes a pair of "True" bosses, the genetically engineered "Hybrid" warriors K-1 and K-2.

The Sega Saturn version retains the "Graphic Mode" setting which allows the viewing of the hentai scenes.

SuperLite 1500 Series
February 2003

8.0



Advanced V.G. 2

Developer TGL
Publisher TGL
Release date (jp) September 23, 1998
Genre Fighting
Players 1-2 Players

Advanced Variable Geo 2, the sequel to Advanced V.G., centers around a plot-driven "Story Mode" which features new protagonist Tamao Mitsurugi facing all of the previous competitors, as well as new faces Kyoko Kirishima and Saki Shindou before going on to face the new boss characters Material and Miranda Jahana, Reimi's mother.

"kimsufi.com"

SuperLite 1500 Series
February 2003

Reprint
September 2001

Afraid Gear

6.4

Developer Office Create
Publisher Asmik Ace Entertainment
Release date (jp) October 29, 1998
Genre Simulation, Strategy
Players 1-2 Players

The premise of the game is that players builds a mecha and fight in tournaments against other mecha in order to win money. With the winnings, players may purchase better parts and weapons so that they can destroy more difficult opponents. The game may sound similar to the Armored Core series, but there are several differences that separate the two.

Afraid Gear Another

7.5

Developer Office Create
Publisher Asmik Ace Entertainment
Release date (jp) June 14, 2001
Genre Simulation, Strategy
Players 1-2 Players

Afraid Gear Another is the second game in the series. The game has the same game modes and gameplay from the first game: New game is a story mode, in which the player can only advance defeating opponents. In Vs. game, one play against another player in different arenas that the player unlock playing the story mode.

"kimsufi.com"

Not Cover

PlayStation Cover is MIA

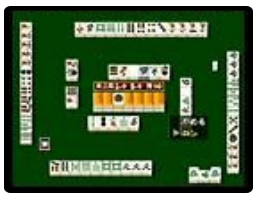
AI Igo 7

Developer unknown
Publisher Artdink
Release date (jp) December 31, 1999
Genre Board game
Players unknown

Could not for the life of me find any information or pictures of this game, other than a presumed relase date and publisher information. Search for hours on japanese web sites for the game, but the search did not pan out...

Apparantly AI Go is a engine program developed by David Fotland.

AI Mahjong 2000



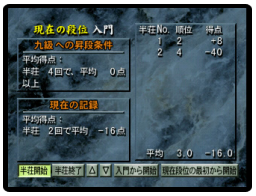
Developer	i4
Publisher	i4
Release date	(jp) November 25, 1999
Genre	Board game
Players	1 Player

The game is apparantly a simple Mahjong game.

Could not find much information about the game...

6.0

AI Mahjong Selection



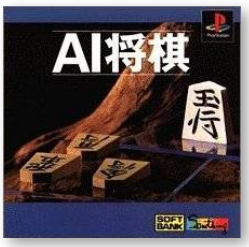
Developer	Hamster
Publisher	i4, Hamster
Release date	(jp) July 25, 2002
Genre	Board game
Players	unknown

AI Mahjong Selection feature a Hint feature, open mode, and a save mode, among several other options. The game also comes with a variety of settings from the competition mahjong to local rules.

The game can also be played on the PS3, PS Vita, PS Vita TV, and PSP.

6.0

AI Shogi



Developer	Soft Bank
Publisher	Soft Bank
Release date	(jp) November 22, 1995
Genre	Board game
Players	unknown

Shogi, also known as Japanese chess, is a two-player board game in the same family as Western chess, chaturanga, and Chinese Xiangqi, and is the most popular of a family of chess variants native to Japan. Shogi means general's.

Ai Shogi is a PlayStation port of the bestselling PC game. Various board editing features and interface is now made easier to use.

AI Shogi 2

Developer GameBank
Publisher GameBank
Release date (jp) December 25, 1997
Genre Board game
Players 1-2 Players

The game has a mode that is useful for beginners, a function that display where the pieces should be placed, and a hints mode. Other modes include a playback function.

I could not find a single screenshot of the game

AI Shogi 2 Deluxe

Developer i4
Publisher i4
Release date (jp) September 22, 1999
Genre Board game
Players 1 Player

Ai Shogi 2 Deluxe is a update of AI Shogi 2, with the interface completely revamped.

Included with the game was a lottery coupon from the NHK Cup game.

AI Shogi Selection

Developer Hamster
Publisher Hamster
Release date (jp) May 23, 2002
Genre Board game
Players 1-2 Players

Ai Shogi Selection is a shogi game that allows a 2 player vs mode, 4 different kind of boards, different narrator voices, among other options.

7.5

Air Management ‘96

Developer Koei
Publisher Koei
Release date (jp) March 22, 1996
Genre Strategy
Players 1-4 Players

Air Management ‘96 is a air traffic flow management simulation game that allows the player to choose two different time period to play in: 1963-1995, and 1983-2015.

The player company will have to compete againts another three companies, played by the computer or by other players.

Koei Teiban Series
March 2001

7.1

Air Race Championship

Developer Xing Entertainment
Publisher Xing Entertainment
Release date (jp) April 3, 1999
Genre Racing
Players 1-2 Players

Air Race Championship is the second one in the Bravo Air Race Series. The player can compete in racing championship against other planes. The game features an air plane museum where players can see different planes and characteristics.

The game also features 2 Player Battle, where players compete against each other in a split-screen mode.

Maruran Series 8
December 2000

6.5

Airgrave

Developer Santos
Publisher Santos
Release date (jp) November 29, 1996
Genre Shooter
Players 1 Player

Airgrave is similar to Stahlfeder, but with more futuristic looking ships. The gameplay is the classic vertical shooter in the tradition of other shooter games like Flying Shark.

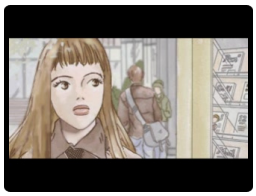
The player can choose from 4 characters and ships: Aine: SAS-02D ARYS, Randy: SAS-03C GAMMA, Reny: MF-05C SHIFT-C, and Vel: NI-02A MITIA.

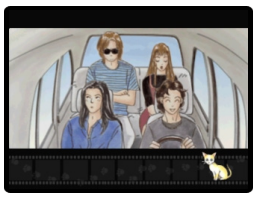
“kimsufi.com”

Playstation the Best
June 2000

Aishiau Kotoshika Dekinai: Nothing but Loving

7.2





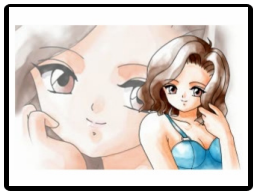
Developer	Coconuts Japan
Publisher	Coconuts Japan
Release date	(jp) February 11, 1998
Genre	Visual novel
Players	1 Player

Aishiau Kotoshika Dekinai - Nothing but Loving is another in TOKYOPOP's publishing venture. The story revolves around the lives of three men and a woman, trying to find happiness, love, and fulfillment in a city of fuzzy sexualities.

The game is a visual novel with little interaction from player.

Aitakute: Your smiles in my heart

8.2



Developer	KCET
Publisher	Konami
Release date	(jp) March 16, 2000
Genre	Dating sim
Players	1 Player

The player character is a boy in tenth grade, his parents are out of the country for a year, and his new private school has affairs of the heart as a major elective.

The major hallmark of success in this game is something quite unlikely: nicknames. The player selects a nickname to be given to Shinya by one of the girls on the first day of school, and as Shinya builds a more intimate relationship with the woman of his choice, she will start to refer to him by that name.

Koei
Summer Campaign
July 1999

Aizouban Houshinengi

7.0

Developer	Koei, Inis
Publisher	Koei
Release date	(jp) April 1, 1999
Genre	Tactical role-playing game
Players	1 Player

Set in ancient China, in an era of the Ing dynasty. The 33 successor, Emperor Chyuou, was a highly respected emperor, doted with great writing skills and was a master of war tactics. His empire was extended on every direction possible and it comprises of almost 800 villages. But this great empire was destined to meet is end. A powerful evil magician, Dakki, seduced emperor Chyuou using a terrible spell, making him his puppet. Dakki now commands his empire as her wishes.

8.5

Akagawa Jirou: Yasoukyoku

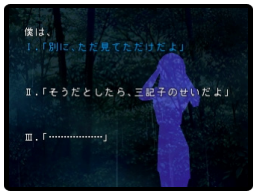
Limited Edition
July 1998

Developer Victor Entertainment, Unit Craze
Publisher Pack-in-Soft
Release date (jp) July 16, 1998
Genre Visual novel
Players 1 Player

The game is adapted from Akagawa Jirou's classic mystery novel Yasoukyoku: Hon ni Manekaereta Satsujin (Nocturne: Books that beckon murder) that contains two separate detective stories. The stage is set in Nonomiya Library, a mansion hidden amongst the trees in a darkened forest where a collection of books related to death are stored.

The game was later rereleased for the Nintendo DS console.

Akagawa Jirou: Yasoukyoku 2



PSOne Books
December 2002

Developer Team Craze
Publisher Victor Entertainment
Release date (jp) June 14, 2001
Genre Visual novel
Players 1 Player

Akagawa Jirou - Yasoukyoku 2 is the sequel to Akagawa Jirou - Yasoukyoku, a first person perspective adventure game. This adventure game is also adapted from Akagawa Jirou's classic mystery novel Yasoukyoku. This sequel contains three separate detective stories. The stage is set in a Library, a mansion hidden in a small town where a collection of books related to death are stored.

"kimsufi.com"

7.4

Akagi Topaiten

Developer Micronet
Publisher Micronet
Release date (jp) January 19, 1996
Genre Board game
Players 1 Player

Akagi Topaiten is based on the mahjong centric Japanese manga, written by Nobuyuki Fukumoto and first published in 1992. The manga was later adopted into two live action movies, and a 26 episode anime series.

The game is a mahjong game that features the real actors from the movie adaptation and two different game modes: Story mode, and Free mode.

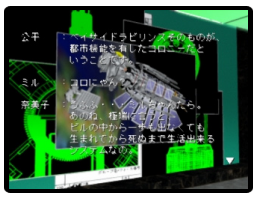
Reprint
August 2001

Akazu no ma

Developer Visit
Publisher Visit
Release date (jp) May 9, 1997
Genre Sound novel
Players 1 Player

Akazu no ma is a strange sound novel game, specially due to the lack of characters in the game. The gameplay is classic sound novel game fare. In some parts of the game the player is asked to choose between different options that will take the story through different ways. The game feature different endings depending on those choices.

"kimsufi.com"



Alabama: Pop de cute na shinri test

8.0

Developer Toyota Motor Corporaition
Publisher D3 Publisher
Release date (jp) September 21, 2000
Genre Mini-games, Trivia
Players 1 Player

Alabama - Pop de Cute na Shinri Test is an interactive story game in which the player can watch an animated story that will advance in different ways depending of the player choices to different questions that the game will ask during the story.

The story is divided into 6 different chapters (with a prologue and an epilogue). The game features two mini-endings of 30 minutes each and which one the player will get are based on the results of psychological tests and the results of the mini-games.

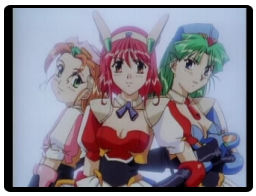
Albalea No Otome: Uruwashi No Seishikitachi

Developer NCS
Publisher Masaya
Release date (jp) October 8, 1998
Genre Role-playing game, Simulation
Players 1 Player

In Arubarea no Otome, players choose one of three girls who were summoned to the castle of the Queen of Arubarea to study fighting and magical arts. The goal in the game is to make sure the player become stronger and more charming than the two rivals, and to make a good impression on the Queen and the knights.

Alice in Cyberland

6.0



Developer Glams
Publisher Glams
Release date (jp) December 20, 1996
Genre Interactive Movie, Role-playing game
Players 1 Player

Alice in Cyberland is a traditional Japanese-style adventure game divided into chapters. The main portion of the game is played through a dialogue screen where the player choose the available options. The options range from 2 to 4 choices of available routes that one may take. The right choice will lead to continued action and interactivity, while the wrong action won't necessarily kill the player but it will lead one into wayward routes and games of chance with opponents.

Alice on Borderlines

5.0

Developer Kodansha
Publisher Kodansha
Release date (jp) September 18, 1997
Genre Adventure, Interactive Movie
Players 1 Player

Alice on Borderlines, also known as B Senjou no Alice, is a first person adventure game that features over 70 minutes of interactive movie divided on 3 CDs. The gameplay is the usual first person adventure fare. The player controls a female character that have to explore a 3D world in search of objects and use them to advance in the adventure, the game uses a pointer to make all the actions.

"kimsufi.com"

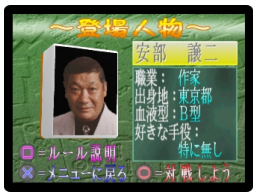
Alive

Developer General Entertainment
Publisher General Entertainment
Release date (jp) August 6, 1998
Genre Adventure, Interactive Movie
Players 1 Player

Alive is an interactive movie adventure game where the player takes the role of a 20 year old japanese girl accused of murder. At certain times in the game the player must make a decision: Active, Clever, or Escape. The game uses real actors and is divided on 3 CDs, and featuring different endings depending of the player choices during the game.

All-Star Mahjong: Kareinaru Shobushi Kara no Chosen

5.5



Developer	Pony Canyon
Publisher	Pony Canyon
Release date	(jp) September 11, 1997
Genre	Board game
Players	1 Player

All-Star Mahjong - Kareinaru Shobushi Kara no Chosen is a classic mahjong game that features 19 opponents to play against, all of them with digitalized graphics and movements. The game features also japanese voice acting for the characters.

Alnam No Kiba: Fang of Alnam

2.0

Developer	Right Stuff
Publisher	Right Stuff
Release date	(jp) February 2, 1996
Genre	Adventure
Players	1 Player

Alnam no Kiba: Shouzoku Juunishin-to Densetsu, first released as a classic 2D RPG for the PC engine console, got an updated release on the PlayStation, trasnformed into a first person perspective adventure. The player starts a journey that only will advance depending on the choices that the player make during the conversations with other characters.

Alnam No Tsubasa: Shouchiri No Sora No Achira E

6.5

Developer	Right Stuff
Publisher	Right Stuff
Release date	(jp) December 25, 1997
Genre	Role-playing game
Players	1 Player

Alnam no Tsubasa is a direct sequel to Fang of Alnam, a PC-Engine title which would be ported to become one of the first RPGs for the PlayStation. The game is a classic RPG where the player controls a group of characters on a dangerous journey. The gameplay comes with 2D sequences in the story part and 3D cartoon graphics for the gameplay.

America Oudan Ultra Quiz

Developer	Pegasus Japan
Publisher	Victor Entertaiment
Release date	(jp) February 23, 1996
Genre	Trivia
Players	1-4 Players

America Oudan Ultra Quiz is a game based on a japanese TV quiz show, and the sequel to a NES game released in 1992, also based on the TV show.

The gameplay is about selecting the right answer to advance in the game. There are different kind of questions and the game features up to 4 players using a multitap.

PSOne Books
May 2002

4.0

Ancient Roman: Power of the Dark Side

Developer	Nihon Systems
Publisher	Nihon Systems
Release date	(jp) April 23, 1998
Genre	Role-playing game
Players	1 Player

Ancient Roman - Power of the Dark Side is a classic RPG with turn based battles in which each character can use special attacks, magic attacks and normal attacks.

The player takes the role of a 17 year old boy that meets a group of heroes in a quest to stop an evil force that wants to destroy the World.

4.0

Angel Blade Neo Tokyo Guardians

Developer	On Dimand
Publisher	On Dimand
Release date	(jp) July 3, 1997
Genre	Tactical role-playing game
Players	1 Player

Angel Blade Neo Tokyo Guardians is set in Tokyo where the player control a special police commando that fight an evil organization.

The game features 17 stories that are divided in two (a story part and a tactical battle part). The combat conditions are different between each scenario, each character have their own weapon and a different attack range and special moves.

Major Wave 1500
January 2002

Limited Edition
July 1996

Angel Graffiti: Anathe no Profile

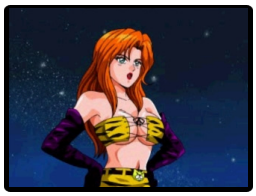
6.0

Developer	Astrovision
Publisher	Coconuts Japan
Release date	(jp) July 26, 1996
Genre	Dating Sim
Players	1 Player

Angel Graffiti Anathe no Profile is a dating simulation game where the player character is stuck in the middle of five girls in the second year of senior high school.

The deluxe version included memory card stickers, a book about the game, and a CD single containing the opening song and an upbeat pop number entitled “Keep In Touch.”

“kimsufi.com”



Limited Edition
July 1996

Angelique Duet

7.1

Developer	KOEI
Publisher	KOEI
Release date	(jp) July 30, 1998
Genre	Adventure, Dating Sim
Players	1 Player

Angelique is a series of “neo-romance” games by Koei, with character designs by shoujo manga artist Yura Kairi and music by Kuzuu Chinatsu. The gimmick is that it the games are by women for women.

The player character is a teenage girl named Angelique who has been chosen by Queen Angelique and her aide Dia as one of two candidates from the Royal Smorny Girls Academy to become the next Queen.

Angelique History

6.0

Developer	Koei, Inis
Publisher	Koei
Release date	(jp) March 30, 2000
Genre	Adventure, Role-playing game
Players	1 Player

Angelique History is a limited edition boxed set of the popular romantic RPG series. Angelique History consists of Angelique Special, Fushigi no Kuni no Angelique (Angelique in Wonderland), Angelique Special 2, Angelique Duet, and Angelique: Tenkuu no Requiem (Angelique: Celestial Requiem). All titles feature special CD-ROM art.

7.8

Angelique Special

Developer KOEI
Publisher KOEI
Release date (jp) March 29, 1996
Genre Adventure, Simulation
Players 1 Player

Angelique Special is a updated version of the first installment in the series. The game features several new animated scenes, in addition to voice acting. Among the new animated scenes were several love events that were not present in the original game, including the opening sequence and the endings.

The story revolves around Angelique Limoges, an ordinary high school girl, who is chosen as a queen candidate.

Premium Box
October 1996

7.0

Angelique Special 2

Developer KOEI
Publisher KOEI
Release date (jp) April 11, 1997
Genre Adventure, Dating Sim
Players 1 Player

Angelique Special 2, originally released for the PC-FX, takes place after Angelique Limoges has become Queen and Rosalia her aide. A new cosmos has sprung from the ashes of the one that collapsed in the first game and now they have to find a Queen for it.

Premium Box
April 1997

7.7

Angelique Tenkuu No Requiem

Developer Koei, Inis
Publisher Koei
Release date (jp) February 4, 1999
Genre Role-playing game
Players 1 Player

Angelique Tenkuu no Requiem, first released for PC-FX, is a RPG adaption set in the Special 2 universe with the Angelique Collet on a quest against a man named Leviath.

The “Premium Box” version came with a “system notebook

Premium Box
February 1999

Angolmois 99

Developer Success
Publisher Success
Release date (jp) August 26, 1999
Genre Card Battle
Players 1 Player

In Angolmois 99, the great king of terror came down from the sky and want to conquer Earth. It is up to the player to defeat several opponents in card battle games and finally defeat the king of terror and save Earth.

The gameplay is similar to UNO, players have to have as little cards as possible at the end of the game, meanwhile they have to put the same card colour that is on the center of the screen.

Animetic Story Game Card Captor Sakura

6.9

Developer Arika, Ancient
Publisher Arika
Release date (jp) August 5, 1999
Genre Role-playing game, Mini-games
Players 1-2 Players

Animetic Story Game Card Captor Sakura is the first game based on the manga series, Cardcaptor Sakura, written and illustrated by CLAMP.

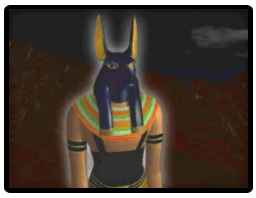
The gameplay consist of three different parts: Non Interactive Scene, or cut-scene. Interactive Scene, where Sakura is able to interact with other people or environment, and Mini games.

Ankh: Tutankhamen no Nazo

Developer Ibis
Publisher Ray Corporation
Release date (jp) November 27, 1997
Genre Adventure
Players 1 Player

Ankh Tutankhamen no Nazo is a first person adventure game where the player is called by professor Yoshimura Sakuzi to come to Egypt after his father died. When he arrives there, a fortune teller tells him that Egypt had been waiting for him for 300 years. He decide to find the legendary valley with the help of the professor to discover the mystery of Tutankhamen.

"kimsufi.com"



9.5

Anokodokonoko

Developer	Success
Publisher	Success
Release date	(jp) August 6, 1998
Genre	Dating sim
Players	1-4 Players

Anokodokonoko is a dating simulation board game with two main game mode: Story mode, a one player game. In this mode there is a strong element of simulation. The hero is on a quest of meeting girls, and make them fall in love with him, the game in this mode features different events. And Party mode, where up to 4 players can join. This mode is more focused on the board game style. The game is more like a competition against the players to go on the most dates.

SuperLite 1500 Series
July 1999

7.5

Another Memories

Developer	Starlight Marry
Publisher	Hearty Robin
Release date	(jp) June 13, 1998
Genre	Adventure, Role-playing game
Players	1 Player

Another Memories is a dating simulation game where the player controls a young magician apprentice that is on a magic school, there he will encounter different girls, while he is trying to graduate.

As in most of the dating games, there are parts of the games with other events like mini games, and there are also some battle sequences in which the player have to defate different enemies using different cards to make up the different attacks.

6.0

Another Mind

Developer	Square
Publisher	Square
Release date	(jp) November 12, 1998
Genre	Adventure
Players	1 Player

Another Mind is a extremely obscure game, having been released in the wake of Square's other titles Xenogears and Parasite Eve, it remains unreleased in the rest of the world.

The game revolves around a 16 year-old girl named Hitomi Hayama, who is involved in a car accident and admitted to a hospital. Upon waking, she realizes that another being, albeit a mind, has taken residence in her head. The player takes on the role of this separate consciousness.

Ao No Rokugou: Antarctica

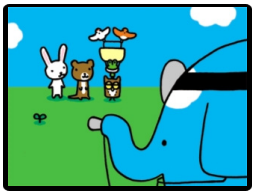
7.5

Developer Bandai
Publisher Bandai
Release date (jp) September 28, 2000
Genre Adventure, Tactical role-playing game
Players 1 Player

Based on the Blue Submarine No. 6 anime OVA series, Antarctica features cinematic strategy and simulation in a futuristic "Waterworld". The story begins in the near future, when the Earth's oceans have risen and flooded most of the sea-lying land on Earth.

The gameplay portion of the game is a cinematic simulation, with 40 minutes of new video.

Ao Zora To Nakama Tachi: Yume No Bouken



Developer MTO
Publisher MTO
Release date (jp) November 13, 2003
Genre Platformer
Players 1 Player

Ao Zora To Nakama Tachi - Yume No Bouken features Ao Zora, a blue elephant and the mascot of Aozora Bank, that transport his friend on his back. The game comes with a boss stage at the end of the level that can be defeated after a riddle contest.

Koei Teiban Series
July 2001

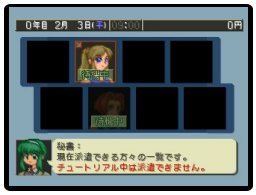
Aoki Ohkami to Shirokimejika: Genchohishi

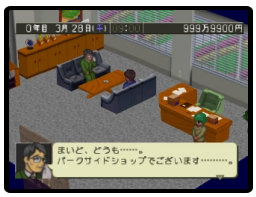
7.9

Developer KOEI
Publisher KOEI
Release date (jp) September 17, 1998
Genre Strategy
Players 1-2 Players

Aoki Ohkami to Shirokimejika - Genchohishi, also known as Genghis Khan 2, is in many ways an upgraded version of the prequel. It features better graphic, better music, and a much better combat system. The story is the same as in the first game; as temujin the player must conquer all the mongol tribes, and begin the quest for world dominance.

Aqua Paradise: Boku no Suizokukan



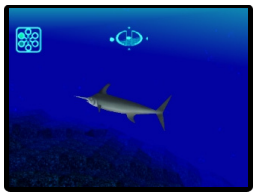


Developer Office Create
Publisher Victor Interactive Software
Release date (jp) December 14, 2000
Genre Strategy
Players 1 Player

Aqua Paradise Boku no Suizokukan let players build their own Aqua theme park. Options consist of choosing the employees, building the different buildings, buy fishes, make researchs, prepare dolphin shows, among ohter options.

3.5

Aquanaut no Kyuujitsu: Memories of Summer 1996

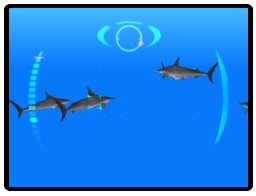


Developer Artdink
Publisher Artdink
Release date (jp) July 19, 1996
Genre Simulation
Players 1-2 Players

Gameplay in Aquanaut's Holiday takes place in a first-person perspective and consists primarily of the player exploring vast stretches of ocean, occasionally discovering underwater ruins or treasure, or communicating with underwater creatures. The game has no time limits, enemies, or other obstacles. The game's objective, aside from exploring, is to build a large coral reef to attract a wide variety of fish and other marine wildlife.

Artdink Best Choice
April 1999

Aquanaut no Kyuujitsu 2



Developer Artdink
Publisher Artdink
Release date (jp) July 1, 1999
Genre Simulation
Players 1 Player

The sequel to Aquanaut's Holiday, let the player once again take the role of a oceanographer. The wildlife featured in the game constitutes a large cross-section of creatures from all over the world and from all oceanic habitats - from mild shallows to the darkest depths. Since this is a pure exploration game, a great deal of the fun is searching for what might be out there.

Artdink Best Choice
August 2000

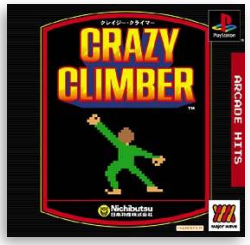
Aquarian Age: Tokyo Wars

7.5

Developer	Onion Egg
Publisher	ESP Software
Release date	(jp) May 25, 2000
Genre	Strategy, Role-playing game
Players	1-5 Players

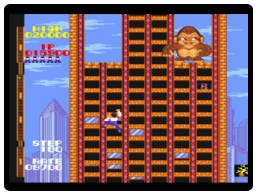
The story of Aquarian Age revolves around a war between secret organizations who have been fighting each other since the beginning of human society.

The gameplay is standard strategy fare where the player asign units and combat against enemies to win their territories.



Arcade Hits: Crazy Climber

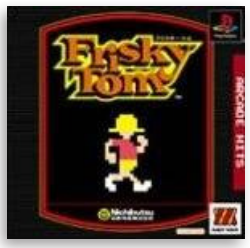
6.5



Developer	Nichibutsu
Publisher	Hamster
Release date	(jp) May 23, 2002
Genre	Action
Players	1-2 Players

Arcade Hits - Crazy Climber brings back the arcade classic to the PlayStation console and features the original 8bit Crazy Climber and Crazy Climber '85.

In Crazy Climber the player assumes the role of a daredevil who is attempting to climb to the top of four skyscrapers. There are a number of obstacles and dangers to avoid along the way to the top.



Arcade Hits: Frisky Tom

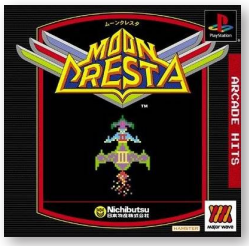
6.0

Developer	Nichibutsu
Publisher	Hamster
Release date	(jp) July 25, 2002
Genre	Action
Players	1-2 Players

Arcade Hits - Frisky Tom brings back the 1981 arcade classic to the PlayStation console and features the 2 games: Frisky Tom and Tom's Strikes Back

The object of the game is to provide enough water for a shower by crawling along a network of plumbing pipes and keeping them connected. Various types of mice are the game's antagonists, trying to thwart Tom by destroying portions of pipes.

Arcade Hits: Moon Cresta



Developer Nihon Bussan
Publisher Hamster
Release date (jp) June 20, 2002
Genre Shooter
Players 1-2 Players

Arcade Hits - Moon Cresta brings back the 1980 arcade classic to the PlayStation console and features the original 8bit Moon Cresta and SF-X.

Moon Cresta is a two-dimensional, single screen shoot-em-up in the same mould as Taito's Space Invaders and Namco's Galaxian. The player begins the game with a small spaceship armed with a single laser cannon. After successfully completing the first waves of alien attacks, the player must attempt to dock his ship.

7.1

Arcade Hits: Soukyu-Gurentai

MajorWave Series
March 2003

Developer Raizing
Publisher Hamster
Release date (jp) March 22, 2003
Genre Shooter
Players 1-2 Players

Terra Diver, known in Japan as Soukyu Gurentai, is a vertically scrolling shooter game originally released in 1996. The game is unusual in that, rather than using a 3:4 aspect ratio to simulate the arcade feel of other shooters, it uses a horizontal monitor (4:3) in the style of Giga Wing and Radiant Silvergun.

Each ship has two different lock-on weapons that function as web-designed laser targets. Once an enemy enters the web's range, the player can destroy the enemy.

6.3

Arcade Hits: Suiko Enbu - Outlaws of the Lost Dynasty

Major Wave
Arcade Hits
October 2002

Developer Suiko Team
Publisher Hamster
Release date (jp) October 31, 2002
Genre Fighting
Players 1-2 Players

Outlaws Of The Lost Dynasty, known in Japan as Suiko Enbu, is a 1995 fighting arcade game originally developed and published by Data East.

The game has eleven playable characters, each with their own unique weapon, while some are unarmed.

Are! Mo Kore? Mo Momotarou

6.0

Developer	System Sacom
Publisher	System Sacom
Release date	(jp) October 4, 1996
Genre	Adventure
Players	1 Player

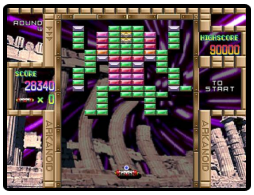
Are! Mo Kore? Mo Momotarou is an adventure game based in the folklore japanes tale of Momotarou. The game features more than 50 minutes of cut scenes and more than 100 characters. The gameplay is more like an interactive comic, touching in different places of the screen makes the character to do different actions.

Arkana Senki Ludo

8.5

Developer	Falcon
Publisher	Pai
Release date	(jp) July 9, 1998
Genre	Board game, Role-playing game
Players	1-4 Players

Arkana Senki Ludo is a isometric 2D board game with RPG elements, in which the player compete againts another player (up to 4 players at the same time) or a computer opponent to reach the goal of each level first. They can use cards to advance or fight against the opponents.



Arkanoid Returns

7.7

Developer	Taito
Publisher	Taito
Release date	(jp) August 7, 1997
Genre	Breakout
Players	1-2 Players

Arkanoid Returns, also known as Arkanoid 4, is largely similar to its predecessor Arkanoid: Doh It Again as it has the same power-ups (plus the Giga-Ball) and board size. Some of the level designs have even been reused.

The game has 50 levels, and the theme changes every 9 levels. Unlike past games, it doesn't have boss battles.

7.7

Arkanoid R 2000

Developer Taito
Publisher Taito
Release date (jp) July 1, 1999
Genre Breakout
Players 1-2 Players

Arkanoid R 2000 is fundamentally Arkanoid Returns, with the same graphics, levels, and sound. The only differences is an improved control system with the Namco Paddle Controller (or a mouse) and the support of the dual shock.

6.0

Armed Fighter

Developer D&M'sK System
Publisher Banpresto
Release date (jp) August 10, 1998
Genre Fighting
Players 1-2 Player

Armed Fighter is 3D fighting game that features seven characters. Game modes include: Story Mode, where the player advance through the story of each character defeating all the different opponents. Vs Computer, where players choose a character and defeat a computer opponent, and Vs Human, where it`s player vs. player.

6.0

Art Camion Geijutsuden

Developer Digital Frontier, TYO
Publisher Alpha Unit, TYO
Release date (jp) December 16, 1999
Genre Racing
Players 1-2 Players

Art Camion Geijutsuden is based on The Dekotora or Decotora, an abbreviation for "Decoration Truck", a kind of loudly decorated truck most commonly found in Japan and the Philippines.

The game let players funk up their truck with pretty paint colors and designs, and race off into big-rig races against other decorated behemoths.

Taito the Best
December 2002

Art Camion Sugorokuden

6.0

Developer	Affect
Publisher	Affect
Release date	(jp) April 27, 2000
Genre	Board game
Players	1-4 Players

Artcamion Sugorokuden is a board game using decorated trucks and featuring up to 4 human players to play at the same time.

The player can upgrade their trucks and transport items from one place to another to earn money and win the game.

Arthur To Astaroth No Nazo Maikamura: Incredible Toons

7.3

Developer	Capcom, Dynamix
Publisher	Capcom
Release date	(jp) August 30, 1996
Genre	Puzzle
Players	1 Player

Nazo Makaimura: Incredible Toons is a Japanese-only entry in Dynamix's The Incredible Machine series, and with the theme of the Ghosts 'N Goblins series.

As with the The Incredible Machine games, there are different kinds of puzzles, one of them even involves killing Arthur. However, there are no Freeform Machine mode.

Asonde Aiueo

6.0

Developer	Gakushuu Kenkyuusha
Publisher	Gakushuu Kenkyuusha
Release date	(jp) May 29, 2003
Genre	Edutainment
Players	unknown

The game is a edutainment game where Japanese kids can learn to read Hiragana and Katakana, learning about shapes. The game also include mini games.

6.0

Asonde Chinou Up

Developer	unknown
Publisher	Gakken
Release date	(jp) December 11, 2003
Genre	Edutainment
Players	1 Player

A edutainment game developed with small Japanese children in mind. The game features five brain training games, including "round and round puzzle", a memory game called "hide-and-seek in the forest", and observation in "mistake camera", among others.

Asonde Kazu Suuji

Developer	Gakushuu Kenkyuusha
Publisher	Gakushuu Kenkyuusha
Release date	(jp) May 29, 2003
Genre	Edutainment
Players	Unkown

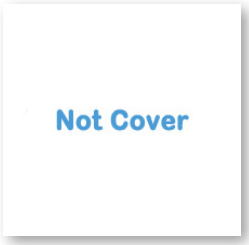
The game is a edutainment game focusing on math learning. The game start in the entrance of a village called Haniponi. In each building, there is a theme park-style game.

The game is recommended to pre-school children.

Assault Soldier

Developer	Inconnu
Publisher	Success
Release date	(jp) May 24, 2001
Genre	Action
Players	1 Player

I could not find much information about this game. No cover art or screen shots. Gamefaqs says it was cancelled, but it did looks like it was released when surfing around Japanese sites.



PlayStation Cover is MIA

Cyclone Best
August 2001

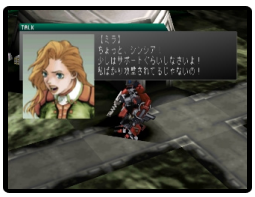
Assault Suits Valken 2

6.8

Developer	TamTam
Publisher	Masaya
Release date	(jp) July 29, 1999
Genre	Tactical role-playing game
Players	1 Player

Assault Suits Valken 2 is a sequel to the SNES title. It differed from the rest of the series, as it is a strategy/RPG, unlike the rest, all being action/shooter/platform titles.

After the release in 1999, the same game would be reprinted by the company Four Winds on August 30, 2001.



Astronoka

6.0

Developer	System Sacom
Publisher	Enix
Release date	(jp) August 27, 1998
Genre	Strategy
Players	1 Player

Astronōka is a farming simulation game. Creatures from a remote star system cultivate vegetables in a futuristic environment. The player controls these creatures in various levels, completing puzzles in order to care for and gather the vegetables and win vegetable contests. The ultimate goal is to win the All-Universe Vegetable Competition.

The second CD included is a Demo of the game Itadaki Street - Gorgeous King.

Asuka 120% Burning Fest Excellent

6.9

Developer	Fill in Cafe
Publisher	Family Soft
Release date	(jp) September 5, 1997
Genre	Fighter
Players	1-2 Players

Asuka 120% Burning Fest Excellent is the second game in the series of fighting games. All ten characters from Asuka 120% Special return in this update, along with the previously secret character Shinobu.

The actual fighting remains relatively unchanged from last year's release, but the story mode of this game is deeper. Between matches, players can move around the campus, talking to the other students and getting into fights.

7.7

Asuka 120% Burning Fest Final

Developer Family Soft
Publisher Family Soft
Release date (jp) May 27, 1999
Genre Fighter
Players 1-2 Players

Asuka 120% Final is the third installment on the Asuka 120% all-girls fighting game to be released on PlayStation. Eleven girls from Ryōran Private Girl's Academy make up the roster and face each other in a tournament.

The game features the same game play as its predecessors, a one-on-one fighting game with a special gauge at the bottom of the screen filling up to 120%, allowing special moves when filled.

SuperLite 1500 Series
September 2002

6.5

Asuka 120% Burning Fest Special

Developer Fill in Cafe
Publisher Family Soft
Release date (jp) March 29, 1996
Genre Fighter
Players 1-2 Players

Asuka 120% Special is the first PlayStation entry in the long-running all-girl fighting game series from Fill in Cafe. Players choose a character representing one of the many school clubs, such as science, tennis, or karate, and fight to win the tournament. There are a total of ten characters, each with their own unique abilities and special moves.

7.0

Asuncia:
Strategic Fantasy Role Playing Game

Developer E.O. Imagination
Publisher Xing Entertainment
Release date (jp) November 27, 1997
Genre Role-playing game
Players 1 Player

Asuncia is a classic 2D RPG where the player control a group of adventures that travel through a medieval world solving missions. During their journey they will have to face different kind of enemies. An important feature of the game is that with every new game, the game makes a new map, so it will never be the same game twice.

Maruran Series 9
December 2000

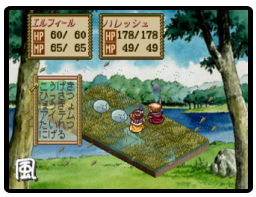
Cyclone Best
December 1999

Atelier Elie

7.6

Developer Gust
Publisher Gust
Release date (jp) December 17, 1998
Genre Role-playing game
Players 1 Player

Atelier Elie is a turn-based RPG with isometric graphics, and the second entry to the Atelier series by Gust. The player assumes the role of a new alchemist protagonist named Elfir Traum, working on the same Salburg Academy as the first game. The main gameplay mechanic remains the same: the player has to research and synthesize items on the academy's facilities, while going on exploratory trips to gather more ingredients and materials.



Atelier Marie

7.9

Developer Gust
Publisher Gust
Release date (jp) May 23, 1997
Genre Role-playing game
Players 1 Player

Atelier Marie is the first title in the long-running alchemy RPG series from Gust, and establishes many of the features common to the series. Central to the game is researching different items, locating them, and fusing them to create more powerful ones. Players can also explore the city and outside, looking for items and training the characters' fighting abilities in battle.

PlayStation the Best
December 1999

Atelier Marie Plus

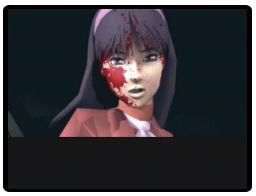
8.0

Developer Gust
Publisher Gust
Release date (jp) June 4, 1998
Genre Role-playing game
Players 1 Player

Atelier Marie Plus is an updated version of the original title which features a variety of extra bonus materials unlocked after the game is completed. Included are art and event galleries as well as a sound test and access to the minigames that were added for the Saturn release.

5.4

Athena awakening from the ordinary life



Developer	Yumekobo Co.
Publisher	SNK
Release date	(jp) March 11, 1999
Genre	Action adventure
Players	1 Player

Athena: Awakening from the Ordinary Life is a spin-off of SNK's successful King of Fighters series. Awakening casts the player as Athena Asamiya as she discovers her latent psychic powers and uses them to aid her friends and unravel a conspiracy that threatens all of Japan, if not the world.

Athena no Kateiban: Family Games

Developer	Athena
Publisher	Athena
Release date	(jp) March 22, 1996
Genre	Board game
Players	1-4 Players

Athena no Kateiban - Family Games is a collection of board games: Reversi, King Dia (a digital version of Chinese Checkers), Coppit (the player that got more cones at the end of the match wins), Rocket (The player that got his 4 rockets to the middle of the board wins) and Bankers (sort of a monopoly game in which wins the player that got more money at the end of the turns). The game allows up to 4 human players to play at the same time using the multitap function.

Nattoku Otoku
1500-Yen Sai
May 2000

9.0

Aubirdforce

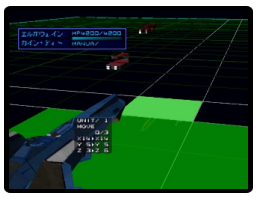
Developer	Bandai
Publisher	Bandai
Release date	(jp) October 25, 1996
Genre	Strategy, Tactical role-playing game
Players	1 Player

Aubirdforce is a galactic war simulation which places mighty space cruisers and wingmen on a collision course with opposing forces across the cosmos. Players must attack, defend and outflank their foes to elevate themself to supreme commander. Battles take place on 3-D grids which contain the tactical action.

Limited Edition
October 1996

Aubirdforce After

9.5



Developer	Bandai
Publisher	Bandai
Release date	(jp) October 22, 1998
Genre	Strategy, Tactical role-playing game
Players	1 Player

Aubirdforce After is the sequel to Aubirdforce. The game takes place 2 years after the events of the first Aubirdforce with a new enhanced graphic engine and the same complex gameplay of the first game.

The thing that makes the Aubirdforce games a little different from other tactical RPG games is that the player can ascend or descend in the battle field.

Bandai the Best
July 2001

Aura Battler Dunbine

3.5

Developer	Bandai
Publisher	Bandai
Release date	(jp) March 4, 2000
Genre	Role-playing game
Players	1 Player

Aura Battler Dunbine is a turn-based strategy role playing game based on the 1983 anime series created by Sunrise. The player will follow a linear plot which involves the adventures of Shou and his group of freedom fighters against the empire. At first he will be working for the empire but as the story progresses he find himself having doubts on the empire.

Ayakashi Ninden Kunoichiban

7.6

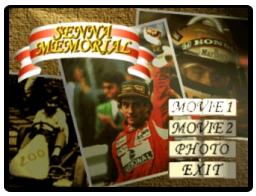
Developer	Zero System, Sugeeya
Publisher	Shoeisha
Release date	(jp) September 25, 1997
Genre	Adventure, Dating Sim
Players	1 Player

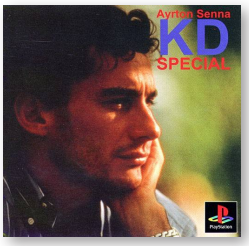
Ayakashi Ninden Kunoichiban is a Japanese dating sim released for Windows 95, PlayStation, and Sega Saturn. It is a female ninja dating sim, as well as a gal game. It is said that the lesbian elements appear to be stronger in the PlayStation version.

The game feature 13 different endings in all.

Ayrton Senna Kart Duel Special

7.0





Developer Gaps
Publisher Gaps
Release date (jp) April 28, 1999
Genre Racing
Players 1-2 Players

Ayrton Senna Kart Duel Special features three difficulty modes: easy, normal and hard, three circuits: GAPS, Slope Island and Nasu, the Senna Memmorial, with two movies and photographs of Ayrton Senna, and two different camera angles: first and third person perspectives.

Game modes include: Grand Prix, Time Attack, and Vs Battle.

Ayumi Kumi

8.0

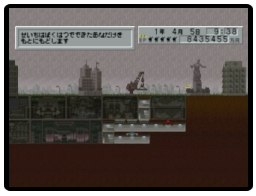
Special Edition
April 1999

Developer unknown
Publisher Affect
Release date (jp) April 8, 1999
Genre Board game
Players 1-2 Players

Some sort of collection of board games...

The game has been rereleased on PlayStation Network.

Azito



Major Wave Series
August 2003

Developer Astec 21
Publisher Astec 21
Release date (jp) February 28, 1997
Genre Strategy
Players 1 Player

In Azito, the player takes the role of chief commander of a new secret base. Weapons, in the form of Mechs are developed and used to defend the secret base from enemy attacks. The secret base must be protected in order to be completed. The player cannot attack enemy bases, but only intercept the enemy units. As the player chooses their attributes with the help of specialized staff, a variety of weapons can be developed, and the appearance of the base will change depending on what is being developed.

Azito 2

Developer Astec 21
Publisher Banpresto
Release date (jp) October 15, 1998
Genre Strategy
Players 1 Player

Azito 2 is the second game in the series. The most important difference between this game and Azito is that in Azito 2 the player can choose between the evil side or the justice side at the beginning of the game.

Played similarly to other resource management games, the goal is to keep research teams at the forefront of weapons development, manage resources and bolster the defenses against occasional attacks by rival underground and aboveground armies.

Azito 3

7.0

Developer Astec 21
Publisher Banpresto
Release date (jp) February 17, 2000
Genre Strategy
Players 1 Player

Azito 3 is the third game in the series with some changes from the two previous games. The most notable change is that the graphic engine now uses an isometric view.

The series got a remake for the Nintendo 3DS console with the same name. The game uses the touchscreen for additional controls and making it easier to build secret bases.

Azumanga Dontara Daiou

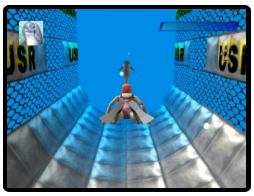
7.5

Developer Ganbarion
Publisher Bandai
Release date (jp) April 18, 2002
Genre Board game
Players 1 Player

Azumanga Dontara Daiou is a combination of the popular manga Azumanga Daio and the table top game “Donjara”, a Mahjong game.

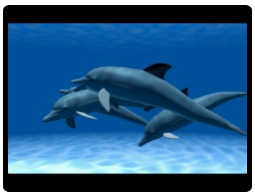
This form of mahjong is fairly simple and meant as an more child-friendly version of the gambling game. The goal is usually three-each of three designs or six of one and three of another.

V.A.D.
ADVANCED
ヴァリアブル・ジオ



B.L.U.E. Legend of Water

7.7



Developer CAProduction
Publisher Hudson Soft
Release date (jp) September 7, 1998
Genre Adventure
Players 1 Player

B.L.U.E. - Legend of Water is an action adventure game that let players go in underwater ancient ruins to discover and explore artifacts.

The main character is a seventeen year old girl called Maya who spends her days swimming around with her pet and trusty side-kick, the dolphin Luka. Eventually, she stumbles across ancient ruins on the ocean floor, and she’s drawn into a whole new world of underwater exploration and mystery.

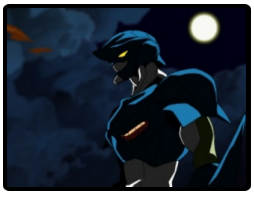
Backgainer - Yomigaeru Yuusha-tachi: Kakusei-hen “Gainer Tensei”

7.5

Developer Ving
Publisher Ving
Release date (jp) January 29, 1998
Genre Tactical role-playing game
Players 1 Player

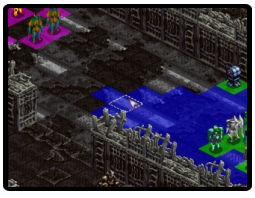
Backgainer - Yomigaeru Yuusha-tachi: Kakusei-hen “Gainer Tensei” is a tactical RPG game clearly inspired by the Patlabor and Evangelion anime series.

The game is set in Tokyo in the year 2008 A.D. and begins with a giant mechanical robot attacking the city.



Backgainer - Yomigaeru Yuusha-tachi: Hishou-hen “Uragiri no Senjou”

7.3

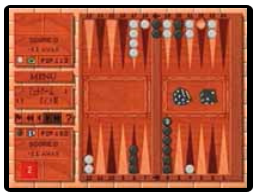


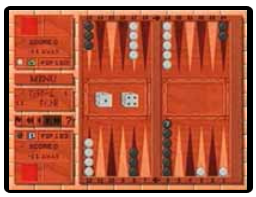
Developer Ving
Publisher Ving
Release date (jp) June 25, 1998
Genre Tactical role-playing game
Players 1 Player

Backgainer - Yomigaeru Yuusha-tachi: Hishou-hen “Uragiri no Senjou” is the sequel to Backgainer. The game story continues from the first game in the series.

The third CD in the package is a bonus disc featuring a collection of images, voices and game sequences.

Backgammon 2000





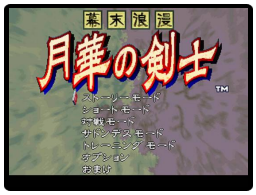
Developer	Oxford Softworks
Publisher	Unbalance
Release date	(jp) May 18, 2000
Genre	Board game
Players	1-2 Players

Backgammon 2000 has five stages of difficulties, ranging from beginner mode to advanced mode.

Reprint

8.6

Bakumatsu Roman: Gekka no Kenshin



Developer	SNK
Publisher	SNK
Release date	(jp) February 25, 1999
Genre	Fighting
Players	1-2 Players

Bakumatsu Roman - Gekka no Kenshin, also known as The Last Blade, is a fighting game series originally released for the Neo Geo system.

The game takes place during the late Tokugawa shogunate era in Japan, and incorporates various elements of Japanese mythology.

SNK Best Collection
February 2000

Bakuretsu Akindo

Developer	Astec21
Publisher	Astec21
Release date	(jp) March 22, 1996
Genre	Mini games
Players	1-4 Players

Bakuretsu Akindo is a board game with a Sci-Fi setting. The gameplay is the usual board game fare: the player roll a die and depending of the number, the character will advance that number of squares on the board.

The game features 3 different character to choose from: A boy, a girl and a robot.

Bakuretsu Hunter: Mahjong Special

5.0

Developer	Alpha-Unit
Publisher	Banpresto
Release date	(jp) October 25, 1996
Genre	Board game
Players	1 Player

Bakuretsu Hunter Mahjong Special is based on the 13-volume manga series, written by Satoru Akahori and illustrated by Ray Omishi. The game is a first person mahjong game that uses characters from the series. There are sequences before each mahjong game.

Bakuretsu Hunter: Sorezore no Omoi - Nowaan Chatte

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) April 11, 1997
Genre	Adventure, Role-playing game
Players	1 Player

Bakuretsu Hunter - Sorezore no Omoi - Nowaan Chatte is a mix between an adventure and a first person turn based RPG. The adventure part let players choose between different answers and the RPG part let players choose what action or attack they wants the character to do in each turn.

Bakushou!! Oru Yoshimoto Quiz Okettei Ikusa DX

Developer	Yoshimoto Kogyo
Publisher	Yoshimoto Kogyo
Release date	(jp) December 15, 1995
Genre	Trivia
Players	1-4 Players

Bakushou!! Oru Yoshimoto Quiz Okettei Ikusa DX is a quiz game that can be played by up to 4 players at the same time.

The game features 2 different game modes: Comical Fantasy: The player defeat enemies by answering questions. Yoshimoto Club: A TV Quiz game in which the player compete against other players by answering questions.

7.7

Bakusou Dekotora Densetsu: Otoko Ippiki Yume Kaidou

Developer Human Entertainment
Publisher Human Entertainment
Release date (jp) June 25, 1998
Genre Racing
Players 1-2 Players

The object of Bakusou Dekotora Densetsu - Otoko Ippiki Yume Kaidou is to race two Trucks down the highways of Japan, and be the first to deliver their cargo. The “Battle” part comes into play where both trucks can be cutting each other off, rear ending one another, smashing into each other, and running into helpless passing motorists in order to slow down the other opponent.

PlayStation the Best
November 1999

6.0

Bakusou Dokotora Densetsu 2: Otoko Jinsei Yume Ichiro

Developer Spike
Publisher Spike
Release date (jp) December 16, 1999
Genre Racing
Players 1-2 Players

The sequel comes with new designs, trucks and circuits. As in the first game there are some different game modes: Bakusou Dekotora Mode let`s the player compete againts another truck driver. Story Mode let the player go around different places to defeat other drivers to become the best. 2 Player Vs Mode is a two player mode, but none of them has split screen, so it is a curious 2 player mode.

PlayStation the Best
December 2000

8.5

Bakusou Kyoudai Let’s & Go!!: Eternal Wings

Developer Jaleco
Publisher Jaleco
Release date (jp) July 30, 1998
Genre 1-2 Players
Players 1-2 Players

Bakusou Kyodai Let’s and Go!! Eternal Wings is a 3-D racing game based on the anime Bakusou Kyodai Let’s and Go!! MAX.

The cars can be customized with a wide range of parts that affect the performance. Players can choose the motor type to the car batteries.

Reprint
July 1999

Limited Box
August 2002

Bakuten Shoot Beyblade 2002: Beybattle Tournament 2

7.1

Developer Takara
Publisher Takara
Release date (jp) August 1, 2002
Genre Action
Players 1-2 Players

Bakuten Shoot Beyblade 2002 - Beybattle Tournament 2 is the second game based on the manga and toy line. The game features two different characters to choose for the story mode, different game modes and new enemies.

Bardysh: Kromeford no Juunin

Developer Infinity
Publisher Imadeio
Release date (jp) July 22, 1999
Genre Action role-playing game
Players 1 Player

Bardysh - Kromeford no Juunin is a classic action RPG that features 6 different characters to choose from, with the goal of defeating a demon known as the legendary monster that is terrorizing the land.

The gameplay is similar to games like Chocobo's Dungeon series or Torneko the Last Hope. The action part of the game takes place in several dungeon in which the player have to advance through different floors defeating enemies.

Limited Edition
October 1999

Baroque

7.5

Developer Sting
Publisher Sting
Release date (jp) October 28, 1999
Genre Action role-playing game
Players 1 Player

Baroque is a role-playing video game, originally released for the Sega Saturn and later ported for the PlayStation. A remake version for PlayStation 2 and Wii was also released.

For the remake of Baroque, the developers changed the viewpoint of the player from a first-person perspective to third-person one.

7.7

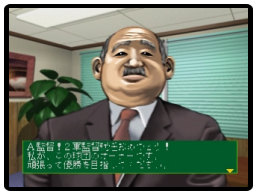
Baroque Syndrome

Developer Sting
Publisher Sting
Release date (jp) July 27, 2000
Genre Adventure, Sound Novel
Players 1 Player

A prequel to the post-apocalyptic RPG Baroque, Baroque Syndrome chronicles the events that precede the supernatural apocalypse of the original game, in which all of earth has been devastated by a massive heat wave.

The game is played as an interactive novel, with 2D still pictures of settings and characters being the main graphic elements, and all actions being described via scrolling texts.

Major Wave
November 2001



Baseball Navigator

Developer Ornith
Publisher Angel Studios
Release date (jp) July 31, 1997
Genre Manager
Players 1-2 Players

Baseball Navigator give players the role of a team manager. Players must set training schedules, draft and trade players, meet with the owner, and build the best team they can. During the games, the player can act as the coach and give commands to the players.

Rerelease
October 1997

8.5

Baseball Simulation: Id Puro Yakyu

Developer Konami
Publisher Konami
Release date (jp) January 25, 2001
Genre Manager
Players 1-2 Players

Baseball simulation - Id Puro Yakyuu is a baseball game where the player takes the role of the new coach of a baseball team. During each week the player can choose the different trainings that his players are going to do to improve their stats like running, weightlifting, passing, throwing, etc. During the matchs the player can choose the different strategies to improve on the game.

Bass Fisherman

5.0

Developer Sammy Entertaiment
Publisher Sammy Entertaiment
Release date (jp) June 11, 1998
Genre Sports
Players 1 Player

Bass fisherman takes place in Texas and features a Bass Fishing school with a complete tutorial, and a tournament mode. The game also features FMV sequences and different fishing spots.

w/TsuriCon2
April 2000

Bass Landing 2

Developer Tose Software
Publisher ASCII Entertainment
Release date (jp) February 23, 2000
Genre Sports
Players 1 Player

This Japan only sequel comes with three game modes: Tournament Mode let the player start as an amateur sport fisher and strive to reach the pro tournaments. Free Mode let the player choose one of the lakes, lures, fishing rod, time of the day, etc. and start fishing. Fishing School is a tutorial with different trials. And Record Mode let players check their records.

Bastard!!: Utsuronaru Kamigami No Utsuwa

7.8

Developer Opus Corp.
Publisher Seta
Release date (jp) December 27, 1996
Genre Adventure, Role-playing game
Players 1 Player

Bastard!! is based on the manga of the same name. The player take on the role of Dark Schneider, an evil wizard who parts on a quest to regain back his memory. The gameplay revolves around going from boss to boss. The player have several different magic moves to use in battle and can combine them to create devastating spells.

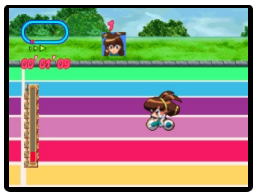
5.0

Battle Arena Nitoshinden

Developer Japan Vistec
Publisher Takara
Release date (jp) September 20, 1996
Genre Fighting
Players 1-2 Players

Battle Arena NiToshinden is a spin off of the main Toshinden series. Set in a high school, NiToshinden is, like its parents, a versus fighting game. It features four fighters and a fifth hidden character from the first two Toshinden Playstation games; Eiji, Sofia, Ellis and Tracy along with four exclusive characters based off school stereotypes; Ryuji, Rika, Baifu and Shu.

7.5



Battle Athletess: Daiundoukai Alternative

Developer AIC Spirits
Publisher IPC Software
Release date (jp) January 15, 1998
Genre Strategy
Players 1 Player

Battle Athletess Daiundoukai Alternative is based on the anime. The game is set in the year 4999 where mankind has long abandoned war in favor of intergalactic competition through athletic events. One of which is an all-female contest for the coveted “Cosmo Beauty” title. Akari Kanzaki has just entered the University Satellite in hopes of becoming the latest Cosmic Beauty - a title held by her mother a long time ago.

Major Wave Series
May 2000

7.4

Battle Athletess: Daiundoukai GTO

Developer Exrays
Publisher IPC Software
Release date (jp) January 14, 1999
Genre Sports
Players 1-2 Players

Battle Athletess Daiundoukai GTO, also known as Battle Athletess Daiundokai Grand trial Onnonoko, is the second game based on an anime series. This time the player will compete in a full 3D action obstacle race contest against different rivals in different places.

The game features 3 game modes: Story mode, normal mode and time attack mode.

Major Wave Series
July 2000

Battle Bugs

Developer Epyx
Publisher Manning
Release date (jp) September 18, 1997
Genre Strategy
Players 1 Player

Battle Bugs is a unique real-time tactics video game originally developed for the DOS. The PlayStation port is a lesser known version of the game.

The game details a war of one group of insects battling against another. The battlefields are common household places such as the kitchen floor or the backyard. The player must navigate the bugs, each with special skills, and engage the enemies' bugs.

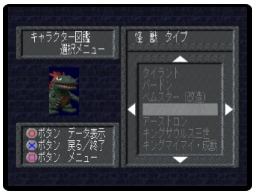
Battle Formation

9.5

Developer Banpresto
Publisher Banpresto
Release date (jp) November 13, 1997
Genre Strategy
Players 1-4 Players

Battle Formation is an strategy game that features villains from the Kamen Rider, Ultraman and Gundam series. The goal of the game is to conquer the World.

The game takes place in a World Map where the player plays against another player or the computer to reach the end level of the world in the first place. In each, the player can use money to buy new units and use them to conquer new territories.



Battle Konchuuden

Developer Jaleco
Publisher Jaleco
Release date (jp) January 21, 1999
Genre Tactical role-playing game
Players 1-2 Players

Battle Konchuuden revolves around a kid that love insects. One day he find a fairy in the woods who start to teach him about insect fights.

The battle part of the gameplay is turn based RPG. The game also features a database of the 58 different species of insects, similar to a certain Game Freak series.

4.6

Battle Master

Developer Taki
Publisher Taki
Release date (jp) January 8, 1998
Genre Fighting
Players 1-2 Players

Battle Master is a 3D Fighter. The game features different characters but only one is playable at the beginning of the game. The main character of the game is Ellney, a young girl fighter. To play as other characters, the player have to advance in the main mode and defeat them.

The game is set in a near future and feature a tournament with fighters from different places of the world.

Major Wave Series
April 2000

7.2

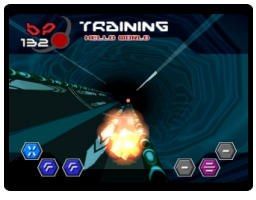
Bealphareth

Developer SCEI
Publisher SCEI
Release date (jp) September 28, 2000
Genre Role-playing game, Dating sim
Players 1 Player

Bealphareth is an adventure/RPG set in a medieval fantasy world with two kingdoms at war. The player choose a class and set off for adventure.

The twist in this RPG is that the player can date several other characters, and depending on the choices, the ending of the game will be different.

5.5



Beat Planet Music

Developer Opus Corp
Publisher SCEI
Release date (jp) January 20, 2000
Genre Music
Players 1 Player

Beat Planet Music is a rhythm action game. Each song represents a connection linking two cities; notes scroll down different lanes, and the the player must move their cursor from lane to lane and hit each note in order to play the music. As the player clears different songs, new samples are unlocked in the song editor mode.

Beatmania Append 3rd Mix

7.5

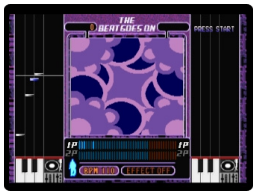
Developer	KCEJ
Publisher	Konami
Release date	(jp) December 23, 1998
Genre	Music
Players	1-2 Players

Beatmania Append 3rdMix is the first stand alone append disc to be sold. The Append versions usually needs a key disc, this beeing the first Beatmania game.

The game features various, but not all, new songs from the arcade 3rdMix in addition to console original tracks. The Expert Mode from the arcade version was notably excluded.

Beatmania Append 4th Mix

8.0

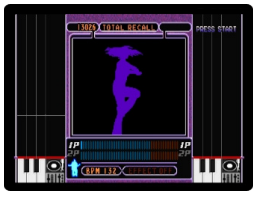


Developer	KCEJ
Publisher	Konami
Release date	(jp) September 9, 1999
Genre	Music
Players	1-2 Players

This Append disc is a complete port of the arcade 4thMix. All new songs from the arcade 4thMix were included in addition to new console tracks. The Bonus Edit mode can be accessed if the discs are swapped in the order of 3rdMix, then GottaMix, then 4thMix. The Bonus Edit mode adds songs from 3rdMix that were excluded from the previous console port.

Beatmania Append 5th Mix: Time to get down

9.0



Developer	KCEJ
Publisher	Konami
Release date	(jp) December 3, 2000
Genre	Music
Players	1-2 Players

This Append disc is a port of the arcade 5thMix. All new songs from the arcade were included, with several console-exclusive songs available in Bonus Edit mode.

8.1

Beatmania Append 6th Mix + Core Mix

Developer KCEJ
Publisher Konami
Release date (jp) January 31, 2002
Genre Music
Players 1-2 Players

This was a key disc release and the only coupled release. As the name implies, new songs from the arcade 6thMix and Core Remix are included. Both the Left Hand Scrach Mode and the Original Expert Course Mode were carried over from the console beatmania IIDX series.

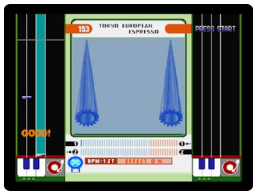
7.6

Beatmania Append Gottamix

Developer KCEJ
Publisher Konami
Release date (jp) May 27, 1999
Genre Music
Players 1-2 Players

The second stand alone append disc release features 19 songs made by KCEJ unique to the PlayStation console and three songs from 4thMix that served as a preview.

8.6



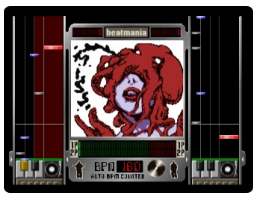
Beatmania Append Club mix

Developer Konami
Publisher Konami
Release date (jp) December 21, 2000
Genre Music
Players 1-2 Players

Append disc complete port of the arcade ClubMIX. Only one new secret console exclusive track was added. The Bonus Edit mode included tracks from the arcade completeMIX2 with rearranged button sequences.

Beatmania Append Gottamix 2: Going Global

9.0



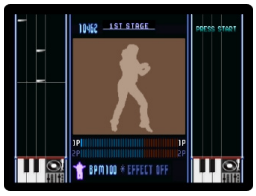
Developer	KCEJ
Publisher	Konami
Release date	(jp) September 7, 2000
Genre	Music
Players	1-2 Players

The official follow up release to GottaMix, again, featuring all new songs exclusive to the console. The tracks were themed around music from around the world. The "Another" charts from completeMIX 2 marked as remixes are available in Bonus Edit mode.

Konami the Best
September 2001

Beatmania Best Hits

8.6

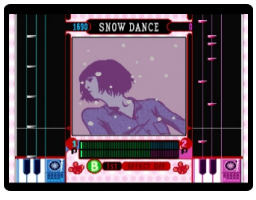


Developer	KCEJ
Publisher	Konami
Release date	(jp) July 27, 2000
Genre	Music
Players	1-2 Players

First console release to drop the append disc format. It could act as a key disc and access the append releases. Includes songs from the first Beatmania up to 5thMix and GottaMix, chosen through fan votes on the internet.

Beatmania featuring Dreams come True

7.3

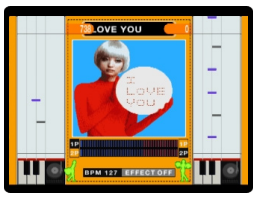


Developer	KCEJ
Publisher	Konami
Release date	(jp) July 27, 2000
Genre	Music
Players	1-2 Players

Key disc release of the arcade version of the same name features music of the J-Pop duo Dreams Come True. The difficulty is notably lower than most other previous games.

Beatmania: The Sound of Tokyo

8.3



Developer	KCEJ
Publisher	Konami
Release date	(jp) September 23, 2001
Genre	Music
Players	1-2 Players

PlayStation exclusive key disc release. Produced by famous Japanese musician Konishi Yasuharu. The difficulty of songs were indicated with the number of passengers on a plane. The songs cover a wide spectrum of skill levels that suit from beginners to experts.

Konami the Best
November 2001

Beavis and Butt-head in Virtual Stupidity

5.2

Developer	Viacom New Media
Publisher	B-Factory
Release date	(jp) January 29, 1998
Genre	Adventure
Players	1 Player

Beavis and Butt-Head in Virtual Stupidity is a point-and-click adventure based on MTV's Beavis & Butt-head series. The player can control both characters as they attempt to join Todd's gang.

Much of the gameplay consists of inventory-based puzzles. There are also a few mini-games and hidden music videos.

Big Challenge Golf: Tokyo Yomiuri Country Club Hen

Developer	VAP
Publisher	VAP
Release date	(jp) March 14, 1997
Genre	Sports
Players	1-4 Players

Big Challenge Golf - Tokyo Yomiuri Country Club Hen is a Golf game with 3D polygon reproduction of one of Japan historic golf course, the Tokyo Yomiuri Country Club.

The game features 4 game modes: Stroke play, Match Play, Tournament and Training, including different strokes, balls, clothes, shoes and gloves to choose from.

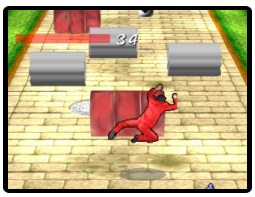
PSOne Books
December 2002

Bishi Bashi Special

8.4

Developer KCE Sapporo
Publisher Konami
Release date (jp) September 17, 1998
Genre Mini-games
Players 1-2 Players

Bishi Bashi Special is a conversion of the arcade machines Bishi Bashi Champ, Super Bishi Bashi and Handle Champ. The game is a compilation of mini games, some are loosely based around arcade classics such as Breakout and Pac-Man.



PSOne Books
December 2002

Bishi Bashi Special 3: Step Champ

9.0

Developer KCE Sapporo
Publisher Konami
Release date (jp) June 29, 2000
Genre Mini-games
Players 1-2 Players

Bishi Bashi 3: Step Champ is a conversion of the arcade with the same name. This time around dancing and feet coordination is key to success as this outing is specially made to be played with Konami's Dance Dance Revolution dance mat.

As usual with the Bishi Bashi games, it's full to the brim with random and rather off-beat mini-games that often times pokes fun at Konami's own franchises, such as Track & Field and Beat-mania.

Limited Edition
March 1996

Bishoujo Senshi Sailor Moon Super S: Shin Shuyaku Soudatsusen

4.6

Developer Angel Studios
Publisher Angel
Release date (jp) March 8, 1996
Genre Fighting
Players 1-2 Players

Bishoujo Senshi Sailor Moon Super S - Shin Shuyaku Soudatsusen is a fighting game based on the manga Bishoujo Senshi Sailor Moon Super S.

Game modes include: Story mode, Vs. mode, and Training mode. The player has the choice of six characters to choose from at the beginning of the game.

8.1

Black/Matrix 00

Developer	Flight Plan
Publisher	NEC Interchannel
Release date	(jp) May 13, 2004
Genre	Tactical role-playing game
Players	1-2 Players

Black/Matrix OO is a remake of Black/Matrix Zero for the Game-Boy Advance, featuring a heavily reworked and expanded story, numerous additional endings, New Game+ options, and several new mini-games. Basic gameplay and graphics are unchanged from the original release.

Limited Edition
May 2004

7.2

Black/Matrix Cross

Developer	Flight Plan
Publisher	NEC Interchannel
Release date	(jp) December 14, 2000
Genre	Tactical role-playing game
Players	1 Player

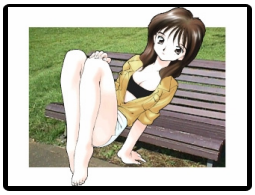
Black/Matrix + is a modified port of the Saturn title Black/Matrix that includes some of the additional features of the Dreamcast version. The game is based on the expanded story from the Dreamcast version, but uses graphics similar to the original Saturn release. The animated cutscenes from the Dreamcast release have been replaced with in-engine sequences, and several story sequences have been cut.

Best Price
March 2002

Blackjack vs Bunny Girls

Developer	Pony Canyon
Publisher	Pony Canyon
Release date	(jp) October 10, 2000
Genre	Casino
Players	1-5 Player

Blackjack vs Bunny Girls, also known as Blackjack vs Matsuda Jun, is a first person perspective Blackjack game that features two game modes: Story mode and Party Mode. In party mode up to 5 players can play a Blackjack game. In story mode, the player controls a dealer that will play Blackjack in different locations against different girls and go to shops and buy things.



Blade Arts

7.6

Developer Ea, Roman-Tech
Publisher Enix
Release date (jp) September 28, 2000
Genre Action-adventure
Players 1 Player

Blade Arts is a fantasy adventure with much combat. The player take on the role of a hero who finds himself battling several vicious enemies at once. Focused on fast, non-stop hack-and-slash action, Blade Arts follows a developed storyline and cinematic cut-scenes to help move the plot, along with a third-person fighting perspective and a lock-on targeting system that allows players to concentrate on dealing out as much damage as possible.

"kimsufi.com"

Blademaker: Arms Shop

8.1

Developer Shoeisha
Publisher Shoeisha
Release date (jp) July 1, 1999
Genre Constructing, Role-playing game
Players 1 Player

Blade Maker - Arms Shops begins when the main character's father died and leaves him with a debt that he got to pay in 6 months. Each month is divided into 4 weeks, in those weeks the player can go around the town and buy materials and other items, he also can make new weapons and tools. Some customers will go to the shop and depending of the skills, the quality and the player's reputation there will more customers.

Blaze & Blade Busters

7.2

Developer T&E Soft
Publisher T&E Soft
Release date (jp) September 23, 1998
Genre Action role-playing game
Players 1-4 Players

Blaze & Blade Busters is the sequel to Blaze & Blade Eternal Quest, and even though the game uses the same engine it has some differences.

The gameplay is the typical action RPG fare, with big element of puzzle solving. There is also an Object utility mode which allows players to buy and sell items they have found on their journeys with each other.

Blend X Brand

Developer	Tonkin House
Publisher	Tonkin House
Release date	(jp) June 29, 2000
Genre	Constructing, Role-playing game
Players	1 Player

Blend X Brand is a classic RPG game with some parts of constructing and adventure. The player takes the roke of Amy, an inventor in a little town that starts her adventure in a workshop when one of the town people arrives and tell her to go to the city since he got a job for her there.

The game needs a pocketstation to play since the dungeons are played on it.

Best Price
June 2001

Block Kuzushi: Deden no Gyakushuu

Developer	Island Creation
Publisher	Island Creation
Release date	(jp) May 31, 1996
Genre	Breakout
Players	1-2 Players

Block Kuzushi - Deden no Gyakushuu is a breakout game with three game modes: Story Mode: An evil galactic army has attached the kingdom and kipnapped the princess, the player have to save her clearing all the different stages of the game, after some floors a boss enemy appears that have to be defeated. Vs mode: Player againt another player or a computer opponent in a split screen mode. Free Modes: The player can choose one of the five characters and advance through the stages.

Block Kuzushi 2

Developer	Tamsoft
Publisher	Marvelous Entertaiment
Release date	(jp) February 3, 2000
Genre	Breakout
Players	1-2 Players

Block Kuzushi 2 is a breakout game that can be played by two players in cooperative or VS mode. The game is the sequel to Block Kuzushi (released as Block Buster in Europe).

The game offers several special moves. The game comes with three different game modes: Attack mode, Endless mode, and VS mode.

Simple 1500 Series
Vol. 45
November 2000

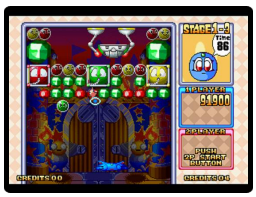
Major Wave Series
April 2003

Block Kuzushi Kowashite Help!

Developer Now Production
Publisher Media Group
Release date (jp) December 7, 2000
Genre Breakout
Players 1-2 Players

Block Kuzushi Kowashite Help! is a wacky breakout game where one or two players can play in cooperative mode to advance through the game levels.

The game plot revolves around a princess of a kingdom, who is transformed into a child by an alien. The player, as her pets, have to advance through the game to transform her back to normal.

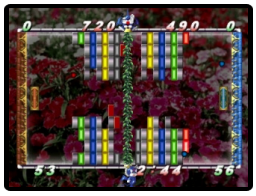


Block Wars

Developer Opera House, Marchen Breaker
Publisher Pony Canyon
Release date (jp) September 6, 2001
Genre Breakout
Players 1-2 Players

Block Wars is a mix between a classic breakout game and a strategy game. The player can choose from eight different characters to use.

The gameplay is not about destroying all the bricks as in the usual breakout games. In this game, the goal is to move the center line to the opponent. To do that, the player have to destroy the different line of bricks so the center line will move to the opponent.



Bloody Bride: Imodoki No Banpaia

7.0

Developer Astrovision
Publisher Atlus
Release date (jp) December 27, 1996
Genre Role-playing game, Dating Sim
Players 1 Player

The game features a young vampire who reaches vampire's adulthood. But in order to become mature he must suck the blood of a girl with a "platinum aura", this task is harder than it may look, once the girl must willingly let him suck her blood.

There is a full English translation patch available for Bloody Bride, making the game playable from beginning to end for non-Japanese speakers.

7.1

Blue Breaker Burst: Bishou o Anata to

Developer HuneX
Publisher Human
Release date (jp) July 23, 1998
Genre Fighting, Role-playing game
Players 1-2 Players

Blue Breaker Burst is a follow-up to Blue Breaker. However, instead of an RPG, this sequel is a full 3D 1-on-1 fighting game. The main story focuses on a new character named Chimena, though much of the first title's cast also return. The player moves Chimena around the world map to different locations where visual novel-style events may occur with other characters, furthering the story and often leading to a fight.

Major Wave Series
November 2000

8.0

Blue Breaker Burst: Egao No Asuni

Developer HuneX
Publisher Human
Release date (jp) October 9, 1998
Genre Fighting, Role-playing game
Players 1-2 Players

Egao no Asu ni is the third and final title in the Blue Breaker series, and a direct sequel to Hohoemi o Anata to. The game is once again a full-3D fighting game, and the story picks up directly after the previous title, with Chimena still searching for the holy sword. There are also several new side stories featuring other characters.

"mobygames.com"

Major Wave Series
January 2001

6.8

Blue Breaker: Egao No Yakushoku

Developer Human Club
Publisher Human
Release date (jp) December 27, 1997
Genre Role-playing game
Players 1 Player

Labeled as Love Role-Playing, "Blue Breaker" is a genre-crossing game that combines traditional Japanese RPG with town and dungeon exploration, party-based combat, etc., with "love adventure", in which players behavior towards girls influences the story. "Blue Breaker" features branching story progressing: events appear depending on the progress players have made with the female companions.

Major Wave Series
October 2000

Blue Forest Story: Kaze No Fuuin

7.7

Developer	Right Stuff
Publisher	Right Stuff
Release date	(jp) December 6, 1996
Genre	Role-playing game
Players	1 Player

The game plays for the most part like a traditional Japanese-style top-down RPG. Appearance of random enemies triggers a battle screen, which is viewed from an isometric perspective. The battle system is rather old-fashioned, with physical and magical attacks; level progression is automatic, as in most games of the genre.

"mobygames.com"

Boku no Choro Q

6.5

Developer	Takara
Publisher	Takara
Release date	(jp) March 7, 2002
Genre	Mini-games
Players	1-2 Players

The Choro Q video games are a series of console games based on Takara's Choro Q toy cars, known as Penny Racers in English-speaking markets. Instead of the usual racing games that are featured in the Choro Q series, this time the player control a boy in a collection of mini games: Driving a truck to avoid that some workers get hurt, be a firefighter and help putting out a fire in a building, drive a train, solve a question mini game, etc.

"kimsufi.com"

PlayStation the Best
June 2001

Boku no Natsuyasumi: Summer Holiday 20th Century

7.2

Developer	Atelier Double, Millennium Kitchen
Publisher	SCEI
Release date	(jp) June 22, 2000
Genre	Adventure, Mini-games
Players	1 Player

The game takes place in Japan in the year 1975 in a countryside surrounded by mountains and forests. The player will search for insects, go fishing, explore a cave, etc.

The game was released in PSP and got also two sequels on the Playstation 2 and Playstation 3 consoles.

Boku wa Koukuu Kanseikan

Developer Syscom Entertainment
Publisher Syscom Entertainment
Release date (jp) December 22, 1999
Genre Manager
Players 1 Player

In Boku wa Koukuu Kanseikan, the player controls the Air Traffic lines. Players have to check the arrivals and departures of the planes and indicate them the proper lane to land or take off.

The screen shows an isometric view of the airport. Players has four arrival/departure gates and one or two runways at their disposal.

8.1

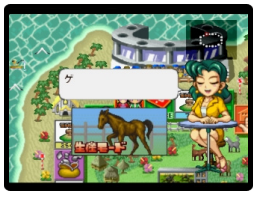
Bokujou Monogatari: Harvest Moon for Girls

Developer Pack-In Video
Publisher Victor Interactive Software
Release date (jp) December 7, 2000
Genre Role-playing game, Simulation
Players 1 Player

Harvest Moon for Girls is based on Harvest Moon: Back to Nature. The player controls a young girl that took a cruise aboard a luxury ship. However, her life was in peril when the ship crashed into the coastline. Fortunately, a young boy saved her life. Now she want to find him and show him how much she cares. There are five boys in the town. It could be any one of them.

PSOne Books
February 2004

Bokujyoukeieiteiki Board Game: Umapoly



Developer KCE Sapporo
Publisher Konami
Release date (jp) December 25, 1999
Genre Board game
Players 1-4 Players

Bokujyoukeieiteiki Board Game Umapoly is a classic board game for up to 4 players. The game has the themes of farming and horse breeding. The game features 8 different characters, and 16 opponent characters to play againts.

Hudson the Best
June 2002

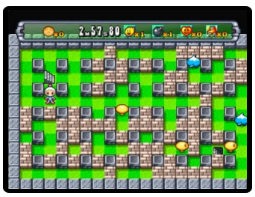
Bomberman Land

7.9

Developer Hudson Soft
Publisher Hudson Soft
Release date (jp) December 21, 2000
Genre Mini-games
Players 1-4 Players

Bomberman Land is the first game of the Bomberman Land series, commemorating 15 years of the Bomberman franchise. The goal of the game is to collect 125 B-CARD pieces obtained through the adventures inside the Bomberman Land theme park.

Bomberman Land is a game that support a multiplayer experience that allows the players to adventure through a series of mini games.



Bomberman Wars

6.7

Developer Hudson Soft
Publisher Hudson Soft
Release date (jp) April 16, 1998
Genre Tactical role-playing game
Players 1-2 Players

Bomberman Wars tells the story of a king and his knights as they go to defend their kingdom from the different enemies.

The gameplay is standard tactical RPG fare, where the player characters and the enemies has a limited range of movement for each turn, and when they are near an enemy, they can make an attack move.

Bonogurashi Kore de Kanpeki Disu

Developer Amuze
Publisher Amuze
Release date (jp) June 7, 1996
Genre Adventure, Simulation
Players 1 Player

Bonogurashi Kore de Kanpeki Disu is a mix between an adventure game, where the player use items to advance in the game, and a simulation game, where the player has to give food or make his character sleep to recover his health. During the game the player have to do different actions with the animals to have a better relationship with them.

Boundary Gate: Daughter of Kingdom

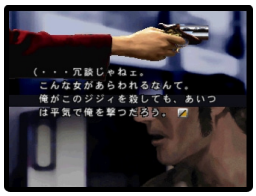
7.2

Developer	Pack-In-Soft
Publisher	Pack-In-Soft
Release date	(jp) July 17, 1997
Genre	Adventure, Role-playing game
Players	1 Player

Boundary Gate is an old-fashioned RPG with dungeon-like 3D layout. The game is viewed from first-person perspective, with the exception of battles, where the heroes can be seen from an "over-the-shoulder" view. The attacks are animated, enemies are random, and combat is turn-based, the party members use equipped weapons or magical spells to attack. Important locations are presented as 2D pictures. There is also voice acting for some conversations.

Bounty Hunter Sarah: Holy Mountain No Teiou

7.6



Developer	Flagship
Publisher	Capcom
Release date	(jp) May 24, 2001
Genre	Adventure
Players	1 Player

The game is set in 2060, and the huge city Neo Tokyo overflows with gangsters. The police is helpless - the criminals form well-organized group that are threatening to take power in the whole city. Only freelance bounty hunters, brave and reckless people who are willing to do a dangerous job to earn some money, dare to face the crime world of Neo Tokyo. The player character is Sara Fitzgerald, one of such bounty hunters.

Bounty Sword: First

Developer	Pioneer LDC
Publisher	Pioneer LDC
Release date	(jp) June 6, 1997
Genre	Role-playing game, Strategy
Players	1 Player

Bounty Sword First is a remake of a obscure 1995 SNES RPG. When this game was released, Pioneer planned it to be the first game of a trilogy, but only a sequel was released.

The game is set in 4093. The main character is a 31 years old man called Sword, once a glorious knight 10 years ago, and now he is just a bounty hunter. Until one day, when he meets a young girl, and a new adventure unfold.

Major Wave Series
August 2000

Major Wave Series
September 2000

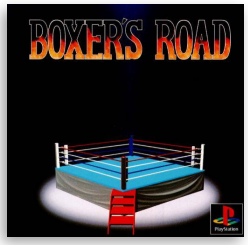
Bounty Sword: Double Edge

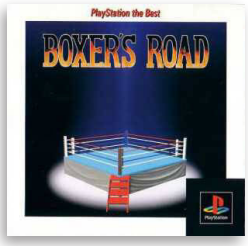
6.0

Developer Pioneer LDC
Publisher Pioneer LDC
Release date (jp) July 30, 1998
Genre Role-playing game, Strategy
Players 1 Player

Bounty Sword Double Edge is the second game in the Bounty Sword game series, and the last one since the third game of the planned trilogy was never released. A big difference between this and Bounty Sword First, was that the player can select between two characters.

The gameplay is similar to Bounty Sword First.





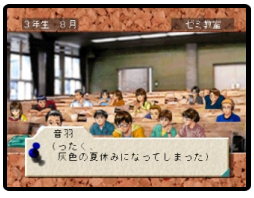
PlayStation the Best
August 1996

Boxer's Road

8.6

Developer New
Publisher New
Release date (jp) September 8, 1995
Genre Sports
Players 1-2 Players

Boxer's Road is an early boxing simulation game by NEW, who would later be responsible for the Victorious Boxers series. The game provides a detailed simulation of the players boxer's professional career, including scheduling training and meals, monitoring a huge range of statistics on the boxer (which will affect the classification), and looking at the opponents' histories and information before each fight.



Boys Be...

Developer Axes Art Amuse
Publisher Kodansha
Release date (jp) March 28, 1997
Genre Dating sim
Players 1 Player

Boys Be..., based on the manga and anime, uses a first person perspective and japanese voice acting. The game features two systems not often seen in a dating game: The heart impressions and the balance system.

8.5

Boys Be...2nd season

Developer	Gust
Publisher	Kodansha
Release date	(jp) September 22, 1999
Genre	Adventure, Dating sim
Players	1 Player

Boys Be...2nd season is the sequel to Boys Be... with similar gameplay. The difference in this game are a change of characters.

The manga the game is based on is created and written by Masahiro Itabashi and illustrated by Hiroyuki Tamakoshi.

7.6

Brave Prove

Developer	Data West
Publisher	Data West
Release date	(jp) April 16, 1998
Genre	Action role-playing game
Players	1 Player

Brave Prove is a top-down action game much like The Legend of Zelda, but with a stronger emphasis on the RPG elements. As the player character, Arys, defeats enemies, he gains experience and will level up, which brings increased abilities all around. He can also find many useful items including bombs, arrows, healing herbs, and a variety of equipment upgrades. Additionally, as Arys befriends each guardian, their elemental powers can be used to boost his sword attacks and provide various special abilities.

9.3

Brave Saga 2

Developer	Pandora Box Creative Office
Publisher	Takara
Release date	(jp) May 2, 2000
Genre	Tactical role-playing game
Players	1 Player

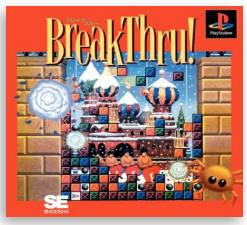
Brave Saga 2 is the sequel to Shin Sedai Robot Senki - Brave Saga. The game is a classic Tactical RPG, where the player have a number of units, each with a limited range of movements, and with different attacks to select one of them in each turn. To advance through the game, the player has to clear each game map mission.

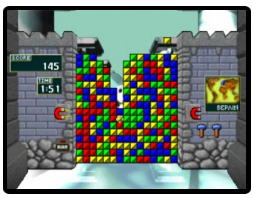
Brave Sword

Developer Sammy Studios
Publisher Sammy Studios
Release date (jp) October 19, 2000
Genre Role-playing game, Strategy
Players 1 Player

Brave Sword takes place in the land of Memphis. At the start of the game, the player can choose between a male or a female character, both wich can be customizables.

The player begins his quest in a town where he can buy new weapons, items and armors, and also go around and try to get new quest to earn more gold to buy new things. In the town, the game uses a first person perspective.



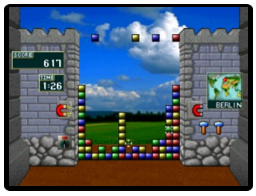


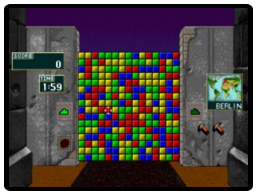
BreakThru!

6.3

Developer Shoeisha
Publisher Shoeisha
Release date (jp) December 1, 1995
Genre Puzzle
Players 1-2 Players

BreakThru! is a tile-matching puzzle game originally released for the Windows and DOS in 1994. In the game, the player must move the cursor amongst a grid of different colored squares. All squares must be “removed”, and squares can only be removed if they are directly touching two or more squares of the same color. Once squares are removed, blocks then shift downward and either to the left or right, to fill in the blanks. The game ends when either all blocks are removed, or time has run out.





Simple 1500 Series
Vol. 54
January 2001

Break Volley

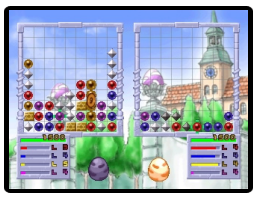
8.0

Developer Art Co.
Publisher Aqua Rouge
Release date (jp) February 11, 1999
Genre Sports
Players 1-4 Players

Break Volley is a volleyball game with cartoon graphics. The game features male and female teams and 12 national teams, and supports up to four players at once.

Game modes include: Exhibition mode, Edit mode, where players can create their own players and teams. Training mode, and Tournament, where the player compete against other teams.

Breed Master



Developer Office Create
Publisher Office Create
Release date (jp) April 25, 2002
Genre Puzzle
Players 1-2 Players

Breed Master is a action puzzle game. In the game, the players have to combine puzzle pieces to evolve the egg of their monster until it hatch. After that, when the player combine more pieces to make the monster attack the rival's monster. To win a match, the player monster have to defeat the opponent.

7.0

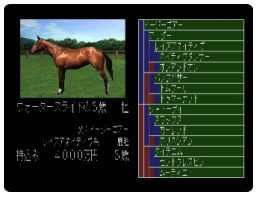
Breeding Stud: Bokujou de aimashou

Developer Konami
Publisher Konami
Release date (jp) March 27, 1997
Genre Breeding, Simulation
Players 1 Player

Breeding Stud - Bokujou de aimashou is the first game in the Konami's horse breeding simulation game series where the player is the owner of a ranch and has to train his horses to win races.

In the game, the player can buy horses, decide which food they will have each week, talk with the different trainers, check the stables, and take the horses to the races.

Breeding Stud 2



Developer KCET
Publisher Konami
Release date (jp) July 30, 1998
Genre Breeding, Simulation
Players 1 Player

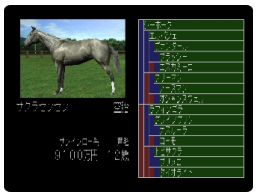
Breeding Stud 2 is the sequel to Breeding Stud - Bokujou de aimashou and the second game in the Konami's horse breeding simulation game where the player breed horses.

Breeding Stud '99

Developer KCET
Publisher Konami
Release date (jp) November 11, 1999
Genre Breeding, Simulation
Players 1 Player

Breeding Stud '99 is the sequel to Breeding Stud 2 and the third and latest game in the Konami's horse breeding simulation game series for the PlayStation.

The game improves from Breeding Stud 2 with new features, including betting modes, among other.



Brigandine: Grand Edition

8.4

Developer Hearty Robin
Publisher Atlus
Release date (jp) May 18, 2000
Genre Tactical role-playing game
Players 1-6 Players

Brigandine: Grand Edition is the updated version of the PSX game Brigandine: The Legend of Forsena. The graphic has gone through many changes such as 2D animation cutscenes replacing some CG movies, redrawn art, and the 3D battle scenes changed to 2D animations. The music tracks have also been redone or revamped.

Brightis

6.5

Developer Quintet, Arc Entertainment
Publisher SCEI
Release date (jp) October 14, 1999
Genre Action adventure
Players 1 Player

Brightis is a 3D action adventure game set in a fantasy world. Players take the role of a soldier, Al Ted, the only survivor of a devastated militia.

The game is developed as a "survival-action RPG," and is fully polygonal, with 3D characters and backgrounds.

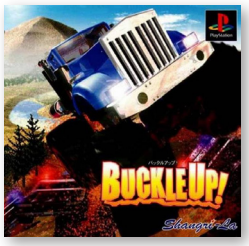
6.6

Buckle up!

Developer Shangri-La
Publisher Shangri-La
Release date (jp) January 29, 1998
Genre Action
Players 1 Player

Buckle up! features different outlaw characters that have to complete different missions to advance the game. During each mission they can change their car, while trying to avoid the police cars that are after them.

The gameplay is similar to games like Runabout, where the player can drive different kind of cars across the city and destroy stuff.



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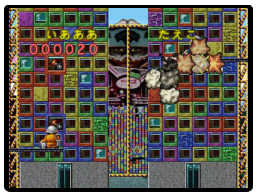


Building Crush!

Developer Shoeisha
Publisher Shoeisha
Release date (jp) October 25, 1996
Genre Puzzle
Players 1-2 Players

Building Crush! is a puzzle game where one play the role of a demolitions expert and try to bring down buildings faster than the opponent. The player place bombs in windowed blocks to clear connected blocks of the same color, and make chains with the falling blocks that match up. There are several bomb power-ups to increase their effectiveness, as well as assist characters to hinder the opponent.

7.0

Burger Burger

Developer Mediamuse, Rythmics
Publisher GASP
Release date (jp) November 27, 1997
Genre Strategy
Players 1 Player

Burger Burger is a tycoon style game where the player try to build a burger empire. Players can create their own menus and different kind of recipes using differents ingredients, including modify the prices of the menus.

The game features 3 difficulty levels: Easy, Normal, and Hard.

Playstation the Best
November 1998

Major Wave 1500 Series
April 2001

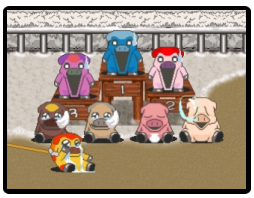
Burger Burger 2

5.3

Developer Biox
Publisher GASP
Release date (jp) July 15, 1998
Genre Strategy
Players 1 Player

Burger Burger 2 is the second game in the series, and the player is once again tasked to build a burger empire. The game features two game modes: Scenario mode and Free Mode, including three difficulty levels: Easy, Normal and Hard.

In Scenario mode, the player choose between a male and a female character. The game begins on an island and the player have to pass through different levels to complete the scenario mode.

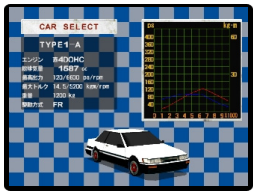


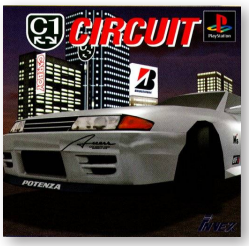
Butage: Deiin Janai?

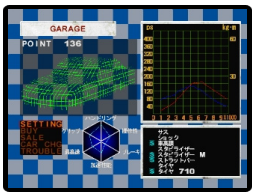
Developer Shangri-La
Publisher Shangri-La
Release date (jp) February 26, 1998
Genre Breeding, Simulation
Players 1 Player

Butage - Deiin Janai is a breeding simulation game where the player is a pig trainer. Players can choose between elleven different pigs and train with different trainings, like boxing, weight-lighting, running, etc. When the pig is ready, the player can take it to different race tournaments, where the pig will compete with others to become the fastest pig in the country.

C1 Circuit







Developer	Invex
Publisher	Invex
Release date	(jp) October 4, 1996
Genre	Racing
Players	1-2 Players

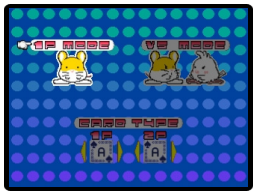
C1 Circuit is a drifting racing game. The graphics are similar to other games like Hard Drivin.

The game comes with three difficulty levels: Easy, Normal and Hard. Four different routes but only one circuit.

"kimsufi.com"

Cadillac

7.6



Developer	Hect
Publisher	Hect
Release date	(jp) July 25, 1999
Genre	Puzzle
Players	1-2 Players

Cadillac is a 2D puzzle game where the player have to eliminate card pieces, joining some of them together. The game features 1 player mode and a 2 player vs mode in split screen.

The difficulty increases when the game start to provide hidden cards. There are different combinations to elimate the cards, by colour, number, etc.

"kimsufi.com"

Calcolo!

6.0

Developer	Clef Inventor
Publisher	Clef Inventor
Release date	(jp) June 11, 1997
Genre	Puzzle
Players	1-2 Players

Calcolo! is a puzzle/shooter hybrid in the style of Twinkle Star Sprites. The game plays like a scrolling Puyo Puyo, except the player can shoot un-needed blocks and pull off a number of different flashy special attacks.

Captain Commando

7.3

Developer	Capcom
Publisher	Capcom
Release date	(jp) September 17, 1998
Genre	Beat'em up
Players	1-3 Players

Captain Commando is a conversion of the 1991 arcade game by Capcom. The game is set in Metro City, 2026. A corrupt mutant group by the name of "Scumocide" plot to control the universe. The hero, Captain Commando assembles a team of three renegades to help him foil Scumocide's plans.

The player chooses one of these four characters, who must fight their way through an army of genetically engineered super-criminals.

Major Wave 1500 Series
March 2001

Captain Love

5.5

Developer	Rit's
Publisher	Toshiba EMI
Release date	(jp) March 11, 1999
Genre	Adventure, Dating Sim
Players	1 Player

In Captain Love, the player character is a high school student who will meet different kind of girls that he have to improve his relationships with. Improving his relationships with them increase his love power that he need when he have to fight enemies.

The game uses a first person perspective with Japanese voice acting for the characters.

Konami the Best
May 2003

Captain Tsubasa: Aratanaru Densetsu Josho

7.2

Developer	Winkysoft
Publisher	Konami
Release date	(jp) May 16, 2002
Genre	Strategy
Players	1 Player

Captain Tsubasa, also known as Flash Kicker, is a popular long running Japanese manga, animation, and video game series, originally created by Yoichi Takahashi in 1981.

Similar to previous Captain Tsubasa games, play mechanics consist of watching the screen, assessing the situation, and selecting the appropriate action in order to score, attack or defend.

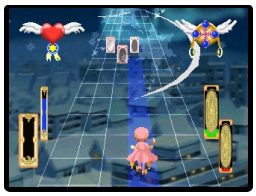
7.4

Captain Tsubasa J: Get In The Tomorrow

Developer Bandai
Publisher Bandai
Release date (jp) May 3, 1996
Genre Sports
Players 1-2 Players

Captain Tsubasa J: Get In The Tomorrow is a Japan-exclusive action/cinematic soccer video game. The game has a few game modes, including: a friendly match mode, and a story mode in which the player follow the plot of the anime.

6.7



Card Captor Sakura: Crow Card Magic

Developer Arika
Publisher Arika
Release date (jp) January 27, 2000
Genre Puzzle
Players 1 Player

Cardcaptor Sakura: Clow Card Magic, based on the manga series written and illustrated by CLAMP, is a mix between a vertical shooter and a puzzle game

The story of the game is based of the first part of the series (the Clow cards) and the first movie of Card Captor Sakura.

Limited Edition
January 2000

8.0

Carnage Heart EZ: Easy zapping

Developer Artdink Corporation
Publisher Artdink Corporation
Release date (jp) July 24, 1997
Genre Strategy
Players 1 Player

Carnage Heart EZ is an updated version of the original game. While the focus of the game remains on programming battle robots, many of the OKEs have been rebalanced, and new features have been added, including the ability to load programs from other save files (including from the original title). The difficulty of the campaign has also been increased for expert players.

SuperLite 1500 Series
July 2003

Carol the Dark Angel

Developer	Syufo Hitahashi
Publisher	SCEI
Release date	(jp) April 2, 1998
Genre	Interactive comic
Players	1 Player

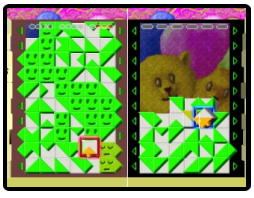
Carol The Dark Angel is an interactive comic book. Taking place in Grillet City in the year 2018, it revolves around a drug dealing boy that get involved in a war between the god hero called the Dark Angel and an evil cult.

The gameplay is an interactive comic book in which the player can only see the next scene or the previous one. The game has an autoplay mode and allow save anytime.

Carom shot

Developer	Agenda
Publisher	Argent
Release date	(jp) April 25, 1997
Genre	Sports
Players	1-2 Players

Carom Shot is a pool simulation. The most unique aspect of the game is the story-mode. This mode consists of a adventure game where one play as a character on the search for his father's famous pool cue. The story mode allows the player to visit different locations and challenge opponents who get tougher along the way. Hidden items and ability upgrades help the player along the way in this RPG like mode.



Carton-Kun

Developer	Irem Software Engineering
Publisher	Irem Software Engineering
Release date	(jp) September 21, 2000
Genre	Puzzle
Players	1-2 Players

Carton-kun, or Katon-kun, is a puzzle game that features a Carton family that compete in different puzzle modes. The game features three game modes and six different character at the beginning of the game, each of them with his own special attack.

The puzzle aspect of the game has pieces falling, and the player have to make figures to make the pieces dissappear.

4.0

Cat the Ripper 13 Ninme No Tanteishi

Developer Tonkin House
Publisher Tonkin House
Release date (jp) July 17, 1997
Genre Adventure
Players 1 Player

Cat the Ripper 13 Ninme No Tanteishi is a first person perspective adventure game based in a novel by Masaya Yamaguchi. The game begins when the player character wakes up dizzy and confussed in Christopher Browning, a private detective, office until he discovers that next to him is the corpse of the detective that was killed by the mysterious murderer called Cat the Ripper.

"kimsufi.com"

Best Price
July 2000

Catch! Kimochi Sensation

Developer Pandora Box Creative Office
Publisher Pandora Box Creative Office
Release date (jp) July 20, 2000
Genre Adventure, Mini-games
Players 1 Player

Catch! Kimochi Sensation is a adventure game where the player controls a young student that is busy trying to find a girl to date, until one day he encounters a young girl that comes from a time 100 years ago.

The game features japanese voice acting, and four mini games that can be played outside the adventure part.

CG Mukashi Banashi: Jiisan 2-do Bikkuri!!

Developer Axes Art Amuse
Publisher Idea Factory
Release date (jp) March 8, 1996
Genre Visual novel
Players 1 Player

CG Mukashi Banashi - Jiisan 2-do Bikkuri!! features three different fairy tales. The gameplay are the usual visual novels fare.

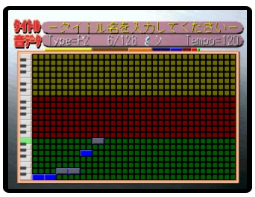
Chakushin Melody Damon

7.0

Developer Ving
Publisher Ving
Release date (jp) November 25, 1999
Genre Music
Players 1 Player

Chakushin Melody Damon is an utility for creating music and sound, and also features a collection of melodies and sounds for use in mobile phones. The game features different mobile models.

"kimsufi.com"

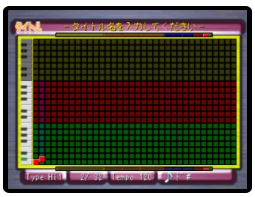


Chakushin Melody Damon Gold

Developer Ving
Publisher Ving
Release date (jp) August 10, 2000
Genre Music
Players 1 Player

Chakushin Melody Damon Gold is another utility for creating music and sound, and also features a collection of melodies and sounds for using in movile phones. The game features different mobile models.

"kimsufi.com"

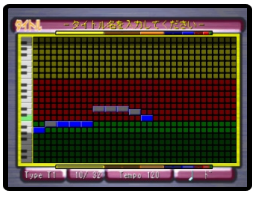


Chakushin Melody Damon Volume.2

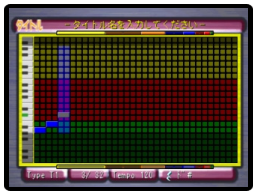
Developer Ving
Publisher Ving
Release date (jp) January 27, 2000
Genre Music
Players 1 Player

Chakushin Melody Damon 2 is another utility for creating music and sound, and also features a collection of melodies and sounds for using in movile phones. The game features different mobile models.

"kimsufi.com"



Chakushin Melody Damon Volume.3

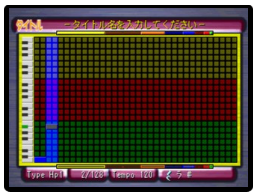


Developer	Ving
Publisher	Ving
Release date	(jp) February 24, 2000
Genre	Music
Players	1 Player

Chakushin Melody Damon vol.3 is the third installment of the input tool for support of voice navigation ringtones. The game features again different mobile models.

"kimsufi.com"

Chakushin Melody Damon Volume.4



Developer	Ving
Publisher	Ving
Release date	(jp) April 13, 2000
Genre	Music
Players	1 Player

Chakushin Melody Damon vol.4 is the fourth in the series of mobile music utility for creating music and sound. The software features a collection of melodies and sounds for using in mobile phones. The game features different mobile models.

"kimsufi.com"

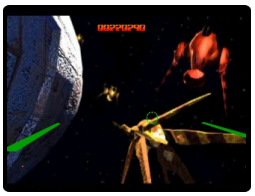
7.0

Champion Wrestler: Jikkyou Live

Developer	Taito Corporation
Publisher	Taito Corporation
Release date	(jp) February 16, 1996
Genre	Sports
Players	1-4 Players

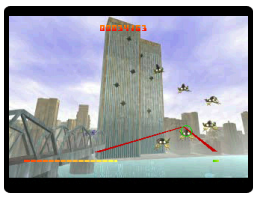
Champion Wrestler - Jikkyou Live is a port of the 2D wrestling arcade game released in 1989. The port comes with several different game modes: Career, where the player choose a wrestler and try to win the TWF Championship. Single, where the player choose a wrestler and play against computer opponents in tag, battle royal or single modes. Vs mode. And Training, where the player train with the computer or another player.

Taito 2000 Series
August 2000



Chaos Control

6.6



Developer	Infogrames
Publisher	Virgin Interactive
Release date	(jp) April 10, 1996
Genre	Shooter
Players	1 Player

Chaos Control is a fast-paced rail shooter featuring 3D pre-rendered environments, where the player are only in charge of aiming at the various enemies appearing on screen.

There are no bonuses or re-charge power-ups for these shields, and play must restart from the beginning of the level if the player's ship is destroyed. Enemy positions are pre-determined and unchanging.

Zanmai Series
September 2000

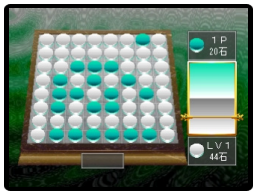
Charumera

Developer	Victor Interactive Software
Publisher	Pack-in-Soft
Release date	(jp) November 25, 1999
Genre	Simulation
Players	1 Player

In Charumera, the player takes the role of a wandering ramen yatai, wheeling his cart of ramen dishes around a quaint little city, hoping to strike upon that combination of taste, customers and timing which will make his fortune while trying to avoid being hassled by "The Man" or little children.

The flute music and storybook graphics convey a charming atmosphere in this game.

Chess & Reversi



Developer	Digicube
Publisher	Digicube
Release date	(jp) January 24, 2002
Genre	Board game
Players	1-2 Players

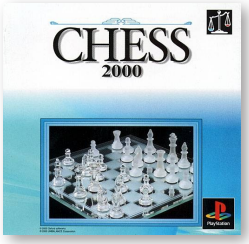
Chess & Reversi is a digital recreation of the board games of the same titles. The game features commentary, advices, rules explanation and a 2 players vs mode. The game features three different pieces colours and boards and two different backgrounds.

6.0

Chess 2000

Developer Oxford Softworks
Publisher Unbalance
Release date (jp) April 6, 2000
Genre Board game
Players 1-2 Players

Chess 2000 features modes for both beginners and experts. Some of the features include a hint mode that shows the best next move.

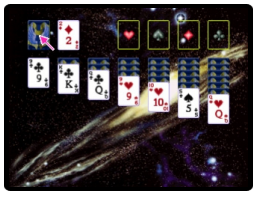


8.0

Chibi Maruko-Chan: Maruko Enikki World

Developer Takara
Publisher Takara
Release date (jp) December 22, 1995
Genre Interactive Comic
Players 1 Player

Chibi Maruko-Chan - Maruko Enikki World is based on the shojo manga series by Momoko Sakura, later adapted into an anime TV series by Nippon Animation. The game is an interactive comic game that features four different stories with japanese voice acting of all the characters.



Chibi Chara Game Ginga Eiyuu Densetsu

Developer Tokuma Shoten
Publisher Tokuma Shoten
Release date (jp) May 27, 1997
Genre Casino
Players 1-2 Players

Chibi Chara Game Ginga Eiyuu Densetsu tells the story of a distint future world were humanity had reached the space age, but is still in war. There are two sides on the war: The Yang ones and the Reinhart. During the intro of the game the two sides of armies are transformed into kids, but they will continue fighting, but instead of weapons they fight with different casino games, like pool, cards among other.

Limited Edition
May 1999

Chiichi na Oukoku Erutoria

Developer Mediamuse
Publisher KSS
Release date (jp) June 29, 2000
Genre Role-playing game, Strategy
Players 1 Player

Chiichi na Oukoku Erutoria, also known as Chiisana Oukoku Eltoria, is a 2D RPG where the player takes the role of a young knight trying to find a bride. To make his kingdom more important he have to find the legendary sword. Talking to different people will give him clues about where the sword can be find.

During the game, the player will meet different people, specially girls, and if they become friends, their territories will join the players kingdom.

The Best Takara
January 2000

Chiisana Kyojin Microman

7.0

Developer Takara
Publisher Takara
Release date (jp) November 3, 1999
Genre Shooter
Players 1-2 Players

Chiisana Kyojin Microman is a licensed game based the Microman toys. The game takes place in a near future when a robot alien invasion takes place on Earth.

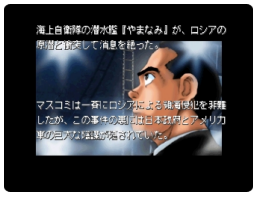
The gameplay is similar to the arcade game, Smash TV, where the player have to destroy all the enemies in a room to advance to the next level. The major difference is that the player have to protect a reactor that the enemies try to destroy.

Chinmoku no Kanita: The Silent Service

Developer Kodansha
Publisher Kodansha
Release date (jp) September 28, 2000
Genre Strategy
Players 1 Player

Chinmoku no Kanita - The Silent Service, based on the manga The Silent Service by Kaiji Kawaguchi, is a mix between a simulation and strategy.

The game features four game modes: Practice, Dramatic, Complete, and Situation.



8.0

Chippoke Ralph no Daibouken: The Adventure of Little Ralph

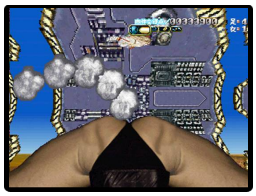
Developer	New Corporation
Publisher	New Corporation
Release date	(jp) June 3, 1999
Genre	Platformer
Players	1-2 Players

The Adventure of Little Ralph is a 2D jump-platform action game. The story begins when a town is attacked by demons and when Ralph try to stop them, they transform him into a little child.

The game has eight stages with a variety of settings and atmosphere, including a number of hidden routes and items.

5.4

Cho Aniki: Kyuukyoku Muteki Ginga Saikyou Otoko



Developer	Pre Stage
Publisher	Nippon Computer System
Release date	(jp) December 29, 1995
Genre	Shooter
Players	1-2 Players

Cho Aniki: Kyuukyoku Muteki Ginga Saikyou Otoko is a 2D shooter which plays like a sequel to the first game, as the player, once again take control of either Idaten or Benten, the heroes of the original game, with the semi-nude bodybuilders Adon and Samsom returning to their role of option characters that hover around the player.

Reprint
August 2001

7.3

Chocobo Collection

Developer	Square
Publisher	Square
Release date	(jp) December 22, 1999
Genre	Compilation
Players	1 Player, 1-2 Players, 1-4 Players

Chocobo Collection celebrates the 10th Anniversary of the Chocobo character from the Final Fantasy series and includes the games: Chocobo Stallion, Chocobo Racing, and Dice de Chocobo.

Unlike the two other games, Dice de Chocobo was first released in this compilation as an original game. The game is a board game slightly similar to Monopoly.

Chocobo no Fushigi na Dungeon

6.9

Developer	Square
Publisher	Square
Release date	(jp) December 23, 1997
Genre	Action role-playing game
Players	1 Player

Chocobo no Fushigi na Dungeon is the first game in the Chocobo's Dungeon series. The player take on the character of Chocobo and adventure through a randomly created dungeon. The game marks the solo composing debut of Masashi Hamauzu, who prepared both the soundtrack and an arrangement album named Coi Vanni Gialli.

The second CD includes a Xenogears demo.

Chocobo Stallion

6.4

Developer	Square
Publisher	Square
Release date	(jp) December 22, 1999
Genre	Simulation
Players	1 Player

Chocobo Stallion is a spin-off of sorts of the minigame found in Final Fantasy VII, where the aim is to breed chocobos and compete with them in various races. This game, as opposed to the minigame, is much more complex and in depth with various statistics screens, racing schedules and more.

The game features a story including characters from the Chocobo's Dungeon games, and uses similar chibi style graphics.

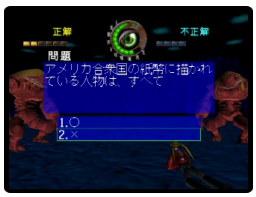
Chocolate Kiss

Developer	Infinity
Publisher	DigiCube
Release date	(jp) February 14, 2002
Genre	Dating sim
Players	1 Player

Chocolate Kiss is a clasical dating simulation game. The player controls a high school student that wants a valantine girl. The game give the choice of nine different girls to date.

The game features CG Gallery that will be unlocked playing the main game and japanese voice acting for the characters.

7.3

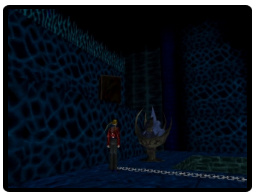


Cho-Nazo-Oh

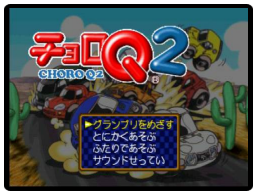
Developer Bandai Visual
Publisher Bandai
Release date (jp) January 27, 2000
Genre Trivia
Players 1-2 Players

Cho-Nazo-Oh is a quiz game and the sequel to Nazo-Oh. This time the player takes the role of a young boy that lives in the future where a computer governs the land from a tower.

During the game, the player goes around a maze. To defeat the enemies he have to answer questions. He will get the help of different cards to make defeating the enemies easier.



7.9



Choro Q 2

Developer Takara
Publisher Takara
Release date (jp) February 21, 1997
Genre Racing
Players 1-2 Players

Choro Q2 is a racing game with three game modes: Championship, where players drive their own Choro Q, win races and buy parts, trying to become a Champion. Splint Game let players choose one of the six pre-setup Choro Q and drive away. Two player let two players compete against each other.

PlayStation the Best
July 1998

7.5

Choro Q 3

Developer Takara
Publisher Takara
Release date (jp) February 19, 1998
Genre Racing
Players 1-2 Players

Choro Q 3 let the player once again race in cars based on the toy line. As the player win races, new parts become available, making the car more quick and agile. There are more parts to buy in this game than in any other Choro Q game on the PlayStaton.

In the game, there is a large city players get to drive around in. They can go to stores, run races, and even sink a boat here.

PSOne Books
June 2004

PSOne Books
June 2004

Choro Q Jet: Rainbow Wings

7.1

Developer	Takara
Publisher	Takara
Release date	(jp) February 26, 1998
Genre	Shooter
Players	1-2 Players

Choro Q Jet Rainbow Wings is a turn in the Choro Q series. This time, the game is not about driving cars. The game is a 3D shooter divided in different missions. To complete the missions players have to destroy the objetives, then face a level boss.

The gameplay similar to Starfox 64.

"kimsufi.com"

PSOne Books
June 2004

Choro Q Marine: Q-Boat

Developer	Takara
Publisher	Takara
Release date	(jp) June 25, 1998
Genre	Racing
Players	1-2 Players

Choro Q Marine Q-boat is a racing game featuring different boats to race. Like the previous game in the Choro Q series, the choice of different boats to race is diverse, like the ship of Titanic.

By default, there are only four course circuits and two missions to play on. As the previous game before, players must complete the four circuits to unlock more circuits to race.

PSOne Books
June 2004

Choro Q Wonderful

7.6

Developer	Takara
Publisher	Takara
Release date	(jp) August 5, 1999
Genre	Racing
Players	1-2 Players

Choro Q Wonderful was the last in the Choro Q racing game series for the PlayStation. The game offers a wide varitey of tracks, gameplay and cars. Players can race against the computer, solo or co-operatively.

7.0

Chou Hatsumei Boy Kanipan: Hirameki Wonderland

Developer	Taito
Publisher	Taito
Release date	(jp) September 30, 1999
Genre	Constructing, Role-playing game
Players	1 Player

Cho Hatsumei Boy Kanipan is a continued story from Hatsumei Boy Kanipan. Kanipan is now a teenager, and still a famous inventor.

Based on the anime Chou Hatsumei Boy Kanipan Hirameki Wonderland, the game is about moving around different places and collect items and construct different robots.

9.0

Chou-Kousoku Grandoll

Developer	KID Corporation
Publisher	Bandai
Release date	(jp) July 24, 1997
Genre	Platformer
Players	1 Player

Chou-Kousoku Grandoll, also known as Hyper Speed Grandoll, is a bright and breezy platformer based on the anime series. Reassuring 2D feel to the game with good old fashioned gameplay which sees the player picking up key cards and swinging on a grappling hook across tricky terrain. The female star of the game can also power up her mecha suit after each completed level giving new powers that need to be utilised to progress.

"kimsufi.com"

Limited Edition
July 1997

5.4

Choujin Gakuen Gowcaizer

Developer	Technos
Publisher	Urban Plant
Release date	(jp) July 17, 1997
Genre	Fighting
Players	1-2 Players

Choujin Gakuen Gowcaizer, also known as Voltage Fighter Gowcaizer is a 1995 superhero-themed head-to-head fighter first released for the Neo Geo arcade and home console. It features character designs by artist Masami Obari, who previously worked on the anime adaptations of the Fatal Fury series.

The PlayStation port is a very rare game to get hold of now, since there never was a reprint of it.

Chou Majin Eiyuuden Watary: Another Step

6.0

Developer	Aspect
Publisher	Banpresto
Release date	(jp) April 23, 1998
Genre	Role-playing game, Mini-games
Players	1 Player

Chou Majin Eiyuuden Watary Another Step is a 2D RPG game based on the anime of the same title. The story is about the 9-year old boy, Wataru Ikusabe, who is magically transported to a magical realm of the gods called Sokaizan, which he is supposed to save. The series incorporated many elements of RPG games including dungeon levels and quests for mystical objects.

Chousentou Kyuugi The Ultimate Ballgame Van Borg

3.5

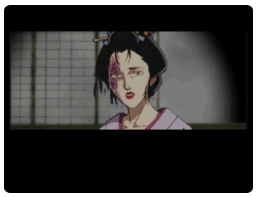
Developer	Avit
Publisher	Hect
Release date	(jp) February 18, 1999
Genre	Sports
Players	1-2 Players

Chousentou Kyuugi The Ultimate Ballgame Van Borg is a futuristic beach volleyball game featuring a bizarre sci-fi slant and anime-based character designs and cutscenes.

The game features different game modes. In the story mode, the player choose a team and have to defeat other nine teams to become the champion of the tournament.

Chushingura

6.0



Developer	Toei Animation
Publisher	Toei Animation
Release date	(jp) January 29, 1998
Genre	Visual novel
Players	1 Player

Chushingura is a first person perspective adventure game based on the name for fictionalized accounts of a historical revenge by the Forty-seven Ronin of the death of their master, Asano Naganori.

The gameplay is mostly of talking to different characters in each screen to advance to the next area.

Cinema Eikaiwa: This Boy's Life

Developer Success
Publisher Success
Release date (jp) April 22, 1999
Genre Edutainment
Players 1 Player

Cinema Eikaiwa - This Boy's Life is a "film" revolving around a single mother and her difficult son, who find family life isn't necessarily all it's cracked up to be, in this drama adapted from writer and professor Tobias Wolff's 1989 memoir of the same name.

The "game" allows the player to watch the film with english and japanese subtitles (the movie`s native language is English).

Reprint
July 2000

Cinema Eikaiwa: Aino Hateni

Developer Success
Publisher Success
Release date (jp) July 22, 1999
Genre Edutainment
Players 1 Player

Another entry in the Cinema Eikaiwa. The "game" can be seen as a somewhat of a learning tool for learning English. The game is set in 1955. Between the confusion after the Second World War, a young British engineer named Leonard, set foot in a town whit scars from the war.

Reprint
July 2000

Cinema Eikaiwa: Arashigaoka

Developer Success
Publisher Success
Release date (jp) March 18, 1999
Genre Edutainment
Players 1 Player

The third volume in the series. Could not find much information about this game...

Reprint
July 2000

Reprint
July 2000

Cinema Eikaiwa: Interceptor

Developer	Success
Publisher	Success
Release date	(jp) February 18, 1999
Genre	Edutainment
Players	1 Player

The series feature a dictionary function, to help with progress of the learning of the English language. *Could not find more information...*

Reprint
July 2000

Cinema Eikaiwa: Tengokuni Ikenai Papa

Developer	Success
Publisher	Success
Release date	(jp) January 14, 1999
Genre	Edutainment
Players	1 Player

I am really struggling to find information about these Cinema Eikaiwa "games". From what i have gathered, this film revolves around a father that is not pleased about the news that he is going to die, or go to heaven... i don`t know, i don`t speak Japanese...

Reprint
July 2000

Cinema Eikaiwa: Zombie

Developer	Success
Publisher	Success
Release date	(jp) May 27, 1999
Genre	Edutainment
Players	1 Player

The fifth volume in the Cinema Eikaiwa is based around the zombie film genre. From what i see on the few pictures i found, this is the movie Dawn of the Dead by George Romero. If this is the case, then this blows my mind. Dawn of the cock-a-doodle Dead! On PlayStation!

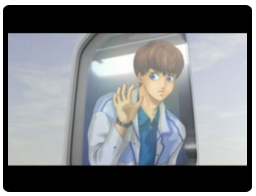
7.0

Circadia

Developer Alvion
Publisher SCEI
Release date (jp) January 14, 1999
Genre Adventure, Role-playing game
Players 1 Player

Circadia is a first person perspective adventure game with RPG elements. The story revolves around Hiroki Katayama, who one night meets a strange creature that tells him that the world is in danger.

The game feature 14 main characters, 7 males and 7 females. The relationships changes depending on the answers the player gives.



6.5

Circuit Beat

Developer Prism Arts
Publisher Prism Arts
Release date (jp) June 17, 1995
Genre Racing
Players 1 Player

Circuit Beat is a racing game with a smart feature that saves the data traveling between opponents to bring a landmark in the circuit when the player load it the next time.

Game Modes include: Race, where the player compete against opponents to win the race. Battle, that is similar to race mode, whit four opponents to beat. And Time Trial, where the player compete to make the best last time.

City Bravo!

Developer Altron
Publisher Altron
Release date (jp) January 10, 1997
Genre Strategy
Players 1 Player

City Bravo! is the first game in the Altron's City Bravo series. Players is the mayor of a new city and can build and design their own city. Choose the industries, factories, shopping centers, buildings, decide what to build or construct. The game features a lot of different buildings, industries and other city facilities.

The game features a complete map creator to create new map designs and also a mission mode where the player has to achieve different objectives.

Pop Collection 1280
Vol. 3
July 1999

City Bravo! Business Hen

Developer Altron
Publisher Altron
Release date (jp) July 27, 2000
Genre Strategy
Players 1 Player

City Bravo! Business Hen is the sequel to Altron's City Bravo. The game has a more business oriented gameplay.

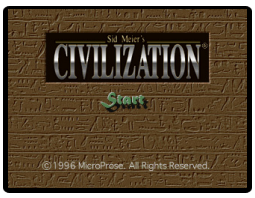
The game features a complete tutorial in Japanese of all the different business and items that the player can use in the game.

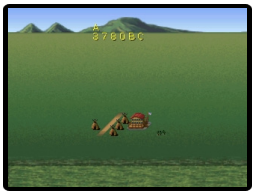
Civilization

9.5

Developer Microprose
Publisher Asmik Ace Entertainment
Release date (jp) April 26, 1996
Genre Strategy
Players 1 Player

Civilization is a PlayStation port of the PC game. The player begins in the Stone Age, and complete the game in the XXIth century, unless the civilization gets destroyed earlier. The eventual goal is to become the dominant civilization in the world, either by wiping out everybody else, or being the first to get a space ship to Alpha Centauri.





Civizard: Majutsu No Keifu

Developer Opera House
Publisher Asmik Ace Entertainment
Release date (jp) January 17, 1997
Genre Strategy
Players 1 Player

Civizard - Majutsu No Keifu is a PlayStation port of the PC game, Master of Magic. The game is a single-player, fantasy turn-based strategy game, where the player controls a wizard attempting to rule two worlds. From a small settlement, the player must grow an empire and banish all the other wizards by military might or casting the Spell of Mastery. To do this, the player must manage resources, build cities and armies, and research spells.

8.2

Classic Road

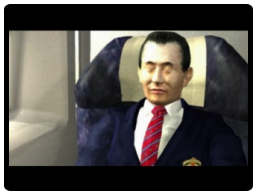
Developer	Progress Software
Publisher	Victor Interactive
Release date	(jp) December 15, 1995
Genre	Breeding, Simulation
Players	1-4 Players

Classic Road is the first game in the Classic Road series revolved around horse racing/breeding.

The game features different horse breeds, racing stadiums, and the goal of the game is to have a horse champion.

PlayStation the Best
November 1996

Classic Road 2



Developer	Progress Software
Publisher	Victor Interactive
Release date	(jp) April 1, 1999
Genre	Breeding, Simulation
Players	1 Player

Classic Road 2 is the third game in the Classic Road series. The player can compete in countries like Japan, United States, Great Britain, France and United Arab Emirates. The game features different horse breeds, racing stadiums, three different female helpers, and the goal of the game is to have a horse champion.

Player does not control the horse during the races, so it depends on the horse training if they win the race or not.

Classic Road Yuushun 2

Developer	Progress Software
Publisher	Victor Interactive
Release date	(jp) April 2, 1998
Genre	Breeding, Simulation
Players	1-4 Players

Classic Road Yuushun 2 follows the same gameplay as the other in the series, where the main goal is to breed horses and win races. The game features different horse breeds, racing stadiums, with horse data from 1988 until 1998. The goal is again, to breed a champion.

Click Manga: Click Nohi

8.0

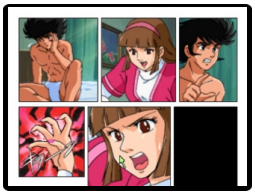
Developer	Tokuma Shoten
Publisher	Tokuma Shoten
Release date	(jp) October 28, 1998
Genre	Interactive Comic
Players	1 Player

The click manga series are interactive comics based on popular Japanese manga series and characters. The game has designs of Izumi Takemoto.

The gameplay has some puzzle element to it, where the player has to click with the pointer in a comic book scene to advance to the next scene.

Click Manga: Dynamic Robot Taisen 1

6.3



Developer	Tokuma Shoten
Publisher	Tokuma Shoten
Release date	(jp) September 30, 1999
Genre	Interactive Comic
Players	1 Player

Click Manga - Dynamic Robot Taisen is another entry in the interactive comic series.

The story begins with an arrival of a UFO Robot Grendizer being pursued by other alien robots.

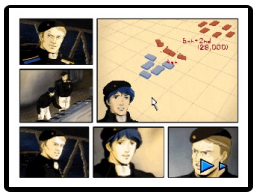
Click Manga: Dynamic Robot Taisen 2

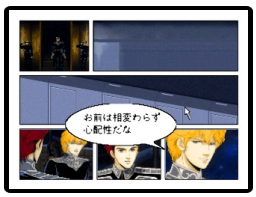
6.0

Developer	Tokuma Shoten
Publisher	Tokuma Shoten
Release date	(jp) December 16, 1999
Genre	Interactive Comic
Players	1 Player

The story of Click Manga - Dynamic Robot Taisen 2 picks up where the previous game left off.

7.0





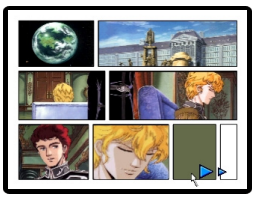
Click Manga: Ginga Eiyuu Densetsu 1

Developer	Tokuma Shoten
Publisher	Tokuma Shoten
Release date	(jp) September 30, 1999
Genre	Interactive Comic
Players	1 Player

Click Manga - Ginga Eiyuu Densetsu 1 is set in the distant future. The story revolves around a struggle between the monarchic Galactic Empire and the democratic Free Planets Alliance.

7.0

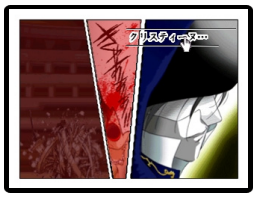
Click Manga: Ginga Eiyuu Densetsu 2 - Taking Iserlohn



Developer	Tokuma Shoten
Publisher	Tokuma Shoten
Release date	(jp) November 18, 1999
Genre	Interactive Comic
Players	1 Player

Click Manga - Ginga Eiyuu Densetsu 2 - Taking Iserlohn continue the story from the last previous game.

Legend of the Galactic Heroes is a series of science fiction novels by Yoshiki Tanaka. An anime adaptation of the novels ran from 1988 to 2000 as well as a manga based on the novels, with art by Katsumi Michihara.



Click Manga: Opera Za no Kaijin

Developer	Tokuma Shoten
Publisher	Tokuma Shoten
Release date	(jp) September 30, 1999
Genre	Interactive Comic
Players	1 Player

Click Manga - Opera Za no Kaijin is another interactive comic game, based on the novel, The Phantom of the Opera.

Le Fantôme de l'Opéra is a novel by French writer Gaston Leroux, first published as a serialisation in "Le Gaulois" in 1909.

Click Medic

9.5

Developer Game Freak
Publisher SCEI
Release date (jp) January 28, 1999
Genre Simulation
Players 1 Player

The plot in Click Medic revolves around tiny creatures who cause pain and suffering inside the bodies of people. The player is a medic, who is tasked to diagnose, analyze and treat these maladies to rid them from patientens.

The gameplay is divided into different parts: In the Examination room, patients arrives at the clinic where the player can fint out about the patient illness and condition. In the Treatment room, the player try to treat the patient.

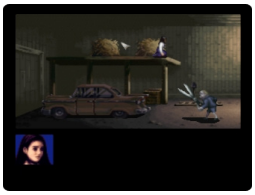
Clock Tower: The First Fear

8.3

Developer Human Entertainment
Publisher Human Entertainment
Release date (jp) July 17, 1997
Genre Survival horror, point-and-click adventure
Players 1 Player

Clock Tower: The First Fear is a remake of Clock Tower released for the Super Famicom.

Clock Tower is unique among adventure games of the era in that it features a stalker pursuing the main character; this delays puzzle solving and requires the player to run in order to find objects or hiding places to fend off or avoid the attacker.



Clockworks

7.5

Developer Axes Art Amuse
Publisher Tokuma Shoten
Release date (jp) July 26, 1996
Genre Puzzle
Players 1-2 Players

Clockworks come from the mind of the man who made the origianl Tetris, Alexey Pajitnov. The game was originally released on the PC as Clockwerx.

The gameplay has the player as a character who must privet around pins. The player can walk left or right, in order to avoid dangerous objects and to jump to the next pin.

2.1

Cocktail Harmony

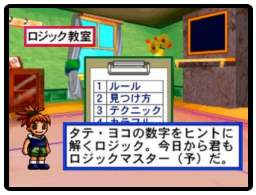
Developer Astroll
Publisher Astroll
Release date (jp) September 10, 1998
Genre Dating sim, Simulation
Players 1 Player

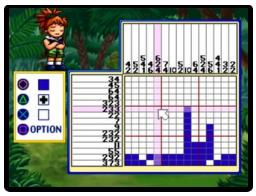
Cocktail Harmony is a cocktail simulation game. The game have a complete database of cocktails glass, tools, words, materials, decorations, cocktails basics, more than 400 recipes, and a 100 best cocktail list.

The main story mode of the game is a dating sim, where the player has to gain the affect of girls by giving different answers and taking them to different bars.

Simple 1500
Jitsuyou Series Vol. 06
January 2001

Colorful Logic

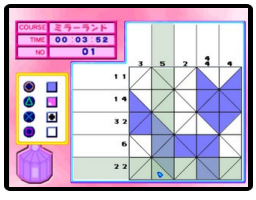




Developer Altron
Publisher Altron
Release date (jp) June 22, 2000
Genre Puzzle
Players 1 Player

Colorful Logic is a picross puzzler, featuring more than 250 puzzles. A picross is a popular puzzler in Japan, lately gaining a following in other contires in the later years. The gameplay of a picross is more or less paint by numbers. The player are given a grid that has to be colored or left blank according to numbers given at the side of the grid, to reveal a hidden picture. An example of the numbers is the clue “4 8 3”. Wich would mean there are sets of four, eight, and three filled squares, in that order.

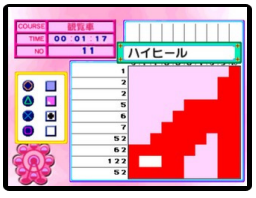
Colorful Logic 2

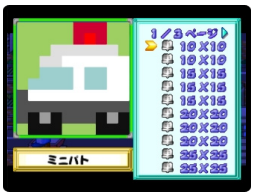


Developer Altron
Publisher Altron
Release date (jp) January 18, 2001
Genre Puzzle
Players 1 Player

Colorful Logic 2 features 300 picross puzzles. The game is set in a theme park where the player controls a little girl that will advance in the park solving the picross puzzles.

The game also comes with a complete tutorial in Japanese, explaining how to play picross.



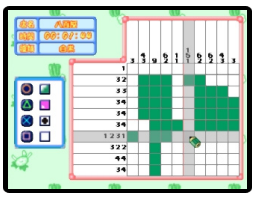


Colorful Logic 3

x.x

Developer Altron
Publisher Altron
Release date (jp) July 12, 2001
Genre Puzzle
Players 1 Player

The player character in Colorful Logic 3 is a young boy that goes through different parts of a town, taking part in different picross puzzles. The game feature Japanese voices for different characters.



Rarity: x

The Best Takaramono
December 2000

Combat Choro Q

6.0

Developer Barnhouse Effect
Publisher Takara
Release date (jp) February 25, 1999
Genre Action
Players 1-4 Players

The gameplay of Combat Choro Q is a change from the others in the series. In this game, the player drive a tank across different missions, shooting everything that comes in it`s way.

There are different kind of tanks and different kinds of missions. In the towns, the player can gather information, buy items and other weapons.

Rarity: x

Combination Pro Soccer

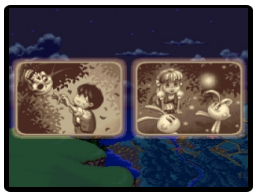
7.0

Developer Axela
Publisher Axela
Release date (jp) June 18, 1998
Genre Soccer Manager
Players 1-2 Players

Combination Pro Soccer is a soccer manager game endorsed by the J.League. The player can decide the training sessions of each player and them watch the match in a 3D engine. The game features cartoon graphics and has several different options on tactics and training. The goal of the game is to be the best soccer manager in Japan and become the Japanese national team coach.

"kimsufi.com"

7.3



Rarity: x

Community Pom

Developer Fill-In Café
Publisher Fill-In Café
Release date (jp) October 30, 1997
Genre Action role-playing game
Players 1 Player

Community Pom is a, somwhat obscure, Japanese RPG, where the player take on the role as Luru, a girl who has to save the world from destruction. The fighting system is a mix of Zelda and Alundra. In battle, players can call on Poms, small weird creatures that will help Luru in battle. They can support Luru, or attack enemies. Their attacks depend on how much they like Luru. These poms also have their own village that Luru have to build and govern, Similar to Sim City.

Community Pom: Omoide o Dakishimete
June 1999

3.5

Rarity: x

Cosmic Race

Developer Neorex
Publisher Neorex
Release date (jp) January 20, 1995
Genre Racing
Players 1-2 Players

Cosmic Race is a spaceship racing game with several different characters to choose from.

The game became “famous” after receiving the dishonor of a “0.0” rating in Game Players magazine.

7.0

Cosmowarrior Rei Zero

Developer Taito
Publisher Taito
Release date (jp) May 18, 2000
Genre Shooter
Players 1 Player

Cosmowarrior Rei Zero is a 3D action game, based on the Cosmo Warrior Zero sci-Fi OVA series.

The game features 2 game modes and a gallery mode. The main “Cosmo Warrior Zero” mode has a story created and supervised by Reiji Matsumoto.

Cotton 100%

7.2

Developer	Success
Publisher	Success
Release date	(jp) March 27, 2003
Genre	Shooter
Players	1 Player

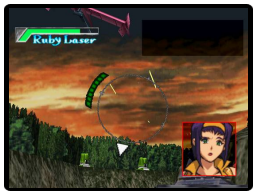
The Cotton series is a line of shoot ‘em up video games with a long history of releases both in arcades and on home consoles.

Cotton 100% is a port of the Super Famicom game, Märchen Adventure Cotton. The Super Famicom release also came with a mini-audio CD which featured music and dialogue based on the game. The PlayStation port did not come with the extra CD though.

Bandai the Best
July 2001

Cowboy Bebop

7.1



Developer	Capsule Records
Publisher	Bandai
Release date	(jp) May 14, 1998
Genre	Shooter
Players	1 Player

Cowboy Bebop is based on the anime of the same name. The player controls Spike Spiegel’s Swordfish II from a third person perspective. Each level involves chasing another ship (the bounty head) along a set track through different environments, while enemies attack. Each stage ends with a boss battle.

SuperLite 3in1 Series
January 2002

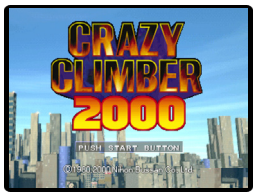
Crazy Balloon 2000

Developer	Success
Publisher	Success
Release date	(jp) October 26, 2000
Genre	Action
Players	1-2 Players

Crazy Balloon was first released in 1980 as an arcade game by Taito. The player need to use strategy and skill to master this update of the old arcade game. The object is to guide a delicate swaying balloon through a maze of pin wheel obstacles.

The game features dual shock vibrations and two different game modes: The original game and an arrangement mode that features remastered graphics.

1.0



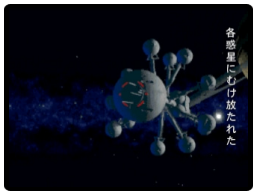
Crazy Climber 2000

Developer Nichibutsu
Publisher Nihon Bussan Co.
Release date (jp) February 3, 2000
Genre Action
Players 1 Player

Crazy Climber 2000 is a 3D update of Nichibutsu's arcade classic. The player control a man attempting to scale a series of buildings using only his hands and feet, while avoiding a series of falling objects, mostly thrown by the building's tenants.

Included are also the original arcade version of the game.

6.0

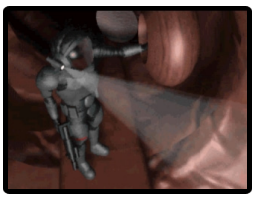


Creature Shock

Developer Argonaut Games
Publisher Data East
Release date (jp) August 23, 1996
Genre First-person shooter
Players 1 Player

Creature Shock is a first-person shooter with Full Motion Video and arcade-like elements. Aliens of all sizes and types will try to destroy the player, but each one has a weak point that can be exploited. The fighting takes place on the surface of asteroids and within mazes of passageways underground.

There are also two 3D sections where the player gets to pilot the ship.



6.6

Crime Crackers

Developer Media Vision Entertainment
Publisher SCEI
Release date (jp) December 3, 1994
Genre Action
Players 1 Player

Crime Crackers is a a first-person action shooting game. The player controls the Pink Dolphin team as they explore each area, defeating enemies and collecting useful items. Combat is real-time, but the player must switch into attack mode in order to attack enemies. This gives the player an aiming cursor, but reduces movement to only left and right strafing. To make up for reduced mobility the player can also block incoming attacks.

Crime Crackers 2

9.5

Developer Media Vision Entertainment
Publisher SCEI
Release date (jp) November 27, 1997
Genre Action
Players 1 Player

Crime Crackers 2 is the sequel to Crime Crackers, and is again a first-person action game in a similar style. It takes place two years after the original, following a team of Crackers who got into the business after being inspired by Team Pink Dolphin, the heroes of the first game. Just like the previous title, the player must explore each area, defeating enemies and collecting items until they find and defeat the boss.

Crisis City

7.5

Developer Takara
Publisher Takara
Release date (jp) June 4, 1998
Genre Shooter
Players 1-2 Players

Crisis City is an action game, featuring three different game modes. The player can choose from seven characters, each with personal strengths and weaknesses. Some move extremely swiftly but may only carry a hand pistol while others are a little slower off the mark but are packed with high-power weapons of destruction.

Critical Blow

7.5

Developer Racdym
Publisher Banpresto
Release date (jp) April 12, 1997
Genre Fighting
Players 1-2 Players

Critical Blow is a 1-on-1 fighting game, and the sequel to Shadow Struggle. Though the game features a full-3D view, gameplay takes place in a traditional 2D plane. In addition to a standard life meter, each character has a Special Guage, which increases as the battle proceeds and allows the characters to use special moves of varying power, called Assault Blows, Super Blows, and the titular Critical Blows.

Croket! Kindan no Kinka Box

6.0

Developer Konami
Publisher Konami
Release date (jp) March 20, 2003
Genre Fighting, Adventure
Players 1-2 Players

The hero Croket is a banker. A banker is a warrior who travel around the world, trying to find magic golden cards, called Kinkas. When Croket was a little boy, his father, the legendary banker known as Burguer, was destroyed in a duel with the evil "Black Gown Man". Now, it is up to Croket to get his father back.

PSOne Books
July 2004

Cross Romance: Koi to Mahjong to Hanafuda to

6.5

Developer Nichibutsu
Publisher Nichibutsu
Release date (jp) March 18, 1997
Genre Board game
Players 1 Player

Cross Romance: Koi to Mahjong to Hanafuda to is a mix of adventure, love, and mahjong. The player takes the role of a high school student that seems to be somewhat of a mahjong hero in his town. He will meet different girls during the game that will try to defeat him. The goal of the game is to win the six days tournament that takes places in his town.

"kimsufi.com"

Nichibutsu Select Vol. 1
December 1999

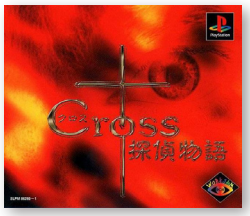
Cross Tantei Monogatari 1: Kouhen

7.0

Developer WorkJam
Publisher WorkJam
Release date (jp) September 28, 2000
Genre Adventure
Players 1 Player

Cross Tantei Monogatari 1 - Kouhen is the second part of the adventure game, Cross Tantei Monogatari. The player takes the role of a young 18 years old detective named Koruso Ken, aided by his partner, a young girl of 19 years old named Nishiyama Tomoko, that runs a detective agency. The game features seven different cases that takes place in different places in and outside of the city, with different characters and suspects in each episode.

Cross Tantei Monogatari
October 1999



Cross Tantei Monogatari
October 1999

Cross Tantei Monogatari 1: Zenpen

7.0

Developer WorkJam
Publisher WorkJam
Release date (jp) September 28, 2000
Genre Adventure
Players 1 Player

Zenpen is the first part in the Cross Tantei Monogatari game. The 1999 release was the full game, but the games was broken up when it was rereleased in the Major Waves series.

The gameplay of the games has the player examine the crime scene to look for clues that will help one in solving each case.

Crossword

Developer Success
Publisher Success
Release date (jp) January 27, 2000
Genre Puzzle
Players 1 Player

Crossword is the first in the budget crossword puzzle series for PlayStation. The game feature some hundred puzzles.

Crossword 2

Developer Success
Publisher Success
Release date (jp) November 30, 2000
Genre Puzzle
Players 1 Player

The second in the series. The game offers games for beginners to advanced player with new crossword puzzles. The text input is apparently easy and simple to use.

Crossword 3

Developer	Success
Publisher	Success
Release date	(jp) May 24, 2001
Genre	Puzzle
Players	1 Player

The third in the series. Not much seem to have changed from the previous games.

8.0

CRW: Counter Revolution War

Developer	Natsu System
Publisher	Acclaim
Release date	(jp) August 30, 1996
Genre	Tactical role-playing game
Players	1 Player

Counter Revolution War is an turn-based strategy game similar to Front Mission. The player assembles a team of pilots, each with their own characteristics, puts them in heavily armed mechs, and equips them with the best weapons government money can buy. Each mission has a specific objective, outlined in an introduction. There are a wide range of statistics to keep track of, including multiple types of armor, remaining ammunition, and even pilot stamina.

7.4

Culdcept Expansion

Developer	Omiya Soft
Publisher	Media Factory
Release date	(jp) November 30, 2000
Genre	Board game, Battle card
Players	1-4 Players

Culdcept Expansion is an original fantasy board game. The objective is to collect enough magic points before the opponents, and reach the castle. One do this by controlling areas on the board with creatures that one summon.

Culdcept Expansion Plus is a slightly newer version with a map editor. The game save is interchangeable between Culdcept Expansion and Expansion Plus.

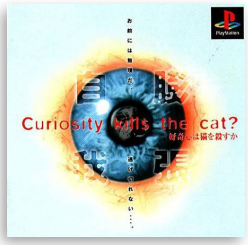
Culdcept Expansion Plus
December 1999

Cu-On-Pa

7.2

Developer	T&E Soft
Publisher	T&E Soft
Release date	(jp) October 9, 1997
Genre	Puzzle
Players	1-4 Players

Cu-On-Pa is a update of the Super Famicon game. The PlayStation version is a 3D action puzzle game, featuring 100 levels. The gameplay is about moving a cube. The player need to match the color of the cube with the floor square.



Curiosity kills the cat?
Koukishin wa Neko o Korosu ka

6.0

Developer	Impact Interactive, Eyst
Publisher	ASCII Something Good
Release date	(jp) November 26, 1998
Genre	Adventure
Players	1 Player

In this first-person, point and click adventure game the player is a dog in a dog's universe, living under a brutal and corrupt regime of a dictator named Chegga.

Players must collect evidence of Chegga's wrong doing and sell it to a shadowy group called C.A.T.S. which will presumably use the information to wrest control from Chegga.

SuperLite 1500 Series
September 2000

Cyber Daisenryaku:
Shutsugeki! Harukatai

8.3

Developer	Alpha Systems
Publisher	Systemsoft
Release date	(jp) February 4, 1999
Genre	Tactical role-playing game
Players	1 Player

Cyber Daisenryaku is a Tactical RPG game where the player control a high school student that is training for the Cyber Battles. He will start an adventure in which he will have to use all that he had learned in the trainings to win in the upcoming Cyber Battles.

"kimsufi.com"

Cyber Egg: Battle Champion

Developer Bandai
Publisher Bandai
Release date (jp) December 18, 1997
Genre Action
Players 1-2 Players

Cyber Egg - Battle Champion is a 3D battle action title. Players wrestle for domination of the 3D arenas in their crustacean inspired mecha suits. Varied arenas add to the longevity of the game.

In Champion mode, the player has to defeat other opponent to become the champion. There are four characters to choose from at the start, and several others are unlockable.

6.5

Cyber Org

Developer Square
Publisher Square
Release date (jp) April 22, 1999
Genre Action-adventure
Players 1 Player

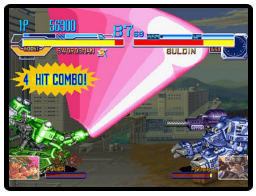
Cyber Org is an action game released only in Japan, though a majority of the game, such as the voice acting, is in English.

• Classified as a Space Opera, Cyber Org is set in a futuristic world, with three different playable characters and multiple areas to explore. Each area has puzzles and fight sequences rendered in polygonal 3D.

"kimsufi.com"

7.6

Cyberbots: Full Metal Madness



Developer OeRSTED
Publisher Capcom
Release date (jp) December 25, 1997
Genre Fighting
Players 1-2 Players

Cyberbots: Fullmetal Madness is a fighting game origianlly released for the arcades in 1994. The game only saw limited distribution in arcades outside of Japan, and none of the console ports were released overseas. Tech Romancer, also produced by Capcom and ported to the Sega Dreamcast, is considered a spiritual sequel for this game. Jin and BX-02 Blodia are present in the game as an unlockable bonus character/mecha.

Cybernetic Empire

4.6

Developer Wolfteam
Publisher Telenet
Release date (jp) August 5, 1999
Genre Action
Players 1 Player

Cybernetic Empire is a 3rd-person sci-fi action game. Controlling UNSK operatives Max Brougham and Nina Lebedeva, the player must infiltrate Black Mask's secret high-tech compound deep in northern Russia to recover The Cube and neutralize any threats.

The game's most unique element is the Wire Tractor system, which allows the player to swing around at high speeds via a magnetic wire that can attach to most any surface.

Cyberwar

8.3

Developer SCi
Publisher Coconuts Japan
Release date (jp) July 21, 1995
Genre Interactive movie
Players 1 Player

Cyberwar is based on the movie The Lawnmower Man and is set after its ending. The player takes the role of Dr. Lawrence Angelo who once again has to defeat the corrupted Jobe. Gameplay is similar to its predecessor and consists of several mini games which are all based on the movie's virtual reality segments. Prerendered movies are streamed from the disc and require the player to press left or right at the appropriate second. There are also some puzzles, like entering a code.

Clock Tower: The First Fear

He was born... ...What for?

HUMAN *presents a Horror Adventure for* **PlayStation**

CLOCK TOWER

— *The First Fear* —

Daibouken Deluxe Harukanaru Umi

9.5

Developer Soft Office
Publisher Soft Office
Release date (jp) April 18, 1997
Genre Role-playing game
Players 1 Player

Daibouken Deluxe Harukanaru Umi is a classic RPG, but with a Sid Meiers Pirates-like gameplay included. Players control a ship which they can sail the large sea to others towns and explore. But during the journeys, they will encounter enemie ships. This will start a ship battle, where players have to defeat the other ships. When the player reachs a town, they can buy new ships, weapons, items, etc.

Koei Teiban Series
August 2001

Daikoukai Jidai Gaiden

6.0

Developer KOEI
Publisher KOEI
Release date (jp) October 2, 1997
Genre Strategy
Players 1 Player

Daikoukai Jidai Gaiden is a side story of the popular Japanese video game series, Uncharted Waters. The game is set after New Horizons, and uses the same engine. It focuses on the story of two characters instead, further expounding upon the loose plot that ties the series together.

Koei Teiban Series
December 2000

Daikoukai Jidai II

7.5

Developer KOEI
Publisher KOEI
Release date (jp) December 27, 1996
Genre Strategy
Players 1 Player

The first Uncharted Waters was set in the 15th century, when the New World was discovered. Now in New Horizons, the game is set in the early 16th century, and the age of exploration and sea trade is underway. Players choose from any one of six adventurers (scenarios), each with their own distinctive but intertwining plot, to embark on a quest of sailing, seamanship and exploration.

7.3

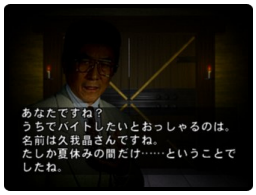
Daikoukai Jidai IV: Porto Estado

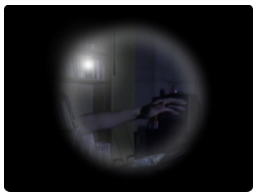
Developer KOEI
Publisher KOEI
Release date (jp) December 2, 1999
Genre Role-playing game
Players 1 Player

The fourth game in the series returns to the previous formula, although its open-endedness has decreased and the engine has been updated. The game is plot-wise unrelated to the series that ended in Gaiden.

There are many significant changes in the game. For example, players can set up regional fleets and these regional fleets are valuable financial resources. In combat, naval battle is now fought in real time.

Limited Edition
December 1999





Daiobake Yashiki: Hamamura Jun no Jitsuwa Kaidan

Developer Visit
Publisher Visit
Release date (jp) July 2, 1998
Genre Adventure
Players 1 Player

Daiobake Yashiki - Hamamura Jun no Jitsuwa Kaidan is a horror adventure game. The game features Jun Hamamura as the host and the manager of the haunted mansion where the player work a part time job in the summer. The game features 41 ghost stories that will advance in visual novel style during the game, some voice narrated and some in text format with pictures.

Reprint
August 1999

6.5

Daisenryaku: Master's Combat

Developer Dual
Publisher Oz Club
Release date (jp) December 3, 1998
Genre Strategy
Players 1-2 Players

Daisenryaku - Master's Combat is the second game in the series. The game takes place in an alternative World in which the United States is attacked in the 90's by nuclear missiles. The player has to defeat the other armies in the game with the help of different attack units.

Best Version
July 2000

PlayStation the Best
December 1999

Daisenryaku: Players's Spirit

6.0

Developer Dual
Publisher Oz Club
Release date (jp) March 29, 1996
Genre Strategy
Players 1-5 Players

Daisenryaku - Players's Spirit is the first game in the series released for the PlayStation.

The gameplay is divided into 2 different parts: In each turn, players can create new units, then move their unit with a limited range of movement, to attack the enemies and conquer their territories.

Dakar'97

5.0

Developer Elcom
Publisher Virgin Interactive
Release date (jp) April 25, 1997
Genre Racing
Players 1 Player

Dakar`97 is based on an annual off-road race, organised by the Amaury Sport Organisation. The race is open to amateur and professional entries. The game try to show the difficulty of the Dakar Rally, but fall short since the game is just a few stages instead of a long race that the Dakar is known for.

The game features different camera angles.

"kimsufi.com"

DamDam Stompland

6.5

Developer SCEI
Publisher SCEI
Release date (jp) April 12, 1997
Genre Action
Players 1-2 Players

DamDam Stompland is a party game with a plethora of weird characters, from the anime hero Dam Dam to a fish head on legs.

The most peculiar thing about the game is the gameplay. To win the bout, the player has to to jump on the other player shadow to decrease his energy. The view is top perspective, like in a Bomberman game.

"kimsufi.com"

7.3

Dance Dance Revolution 2nd Remix

Developer KCET
Publisher Konami
Release date (jp) August 26, 1999
Genre Music
Players 1-2 Players

Dance Dance Revolution 2nd Remix is the second rendition of the popular dance simulation. Players follow the arrows as they step on the appropriate direction along with the beat. With a wide range of difficulty settings, the game is a challenge for veterans while being easy enough to enjoy for beginners. 2nd mix comes with some new songs and some new remixes of old favorites.

"mobygames.com"

DDR 2nd Remix Append: Club Version. 1 November 1999

8.4

Dance Dance Revolution 3rd Mix

Developer KCET
Publisher Konami
Release date (jp) June 1, 2000
Genre Music
Players 1-2 Players

Dance Dance Revolution 3rdMix containes 60 songs, 25 of which are hidden and unlockable, including most of the new songs from 3rdMix and several selections from 2ndMix and other new songs that would later appear in 3rdMix Plus, including two preview bonus songs from 4thMix "Bumble Bee" and "Gimme Gimme Gimme", which in this version can only be played in Basic difficulty. It does not contain any Korean pop songs.

8.0

Dance Dance Revolution 4th Mix

Developer KCET
Publisher Konami
Release date (jp) March 15, 2001
Genre Music
Players 1-2 Players

The home version of 4thMix contains 55 songs, including 3 from Dance Dance Revolution 3rdMix (which were not present in the home version of that version) and six hidden songs: one from 4thMix Plus and one as preview songs for the next arcade version, Dance Dance Revolution 5thMix. The game also features the 6-panel mode, branded as Solo Mode.

Dance Dance Revolution 5th Mix

8.2

Developer KCET
Publisher Konami
Release date (jp) September 20, 2001
Genre Music
Players 1-2 Players

The home version of DDR 5th Mix contains 47 songs, 9 unlockables, plus seven extra hidden songs that appear as a preview to the next arcade version, DDRMAX, for a total of 16 unlockable songs. The mix also contained song edits contributed by players.

Dance Dance Revolution Best Hits

7.3

Developer KCET
Publisher Konami
Release date (jp) December 21, 2000
Genre Music
Players 1-2 Players

Dance Dance Revolution Best Hits is a music video game that is part of the Dance Dance Revolution series. The game, as the title implies, is a compilation of some of the most popular songs at the time, from the 1st to 3rd Mixes. There was no arcade counterpart.

The characters Jenny and Johnny from Dance Dance Revolution 4thMix make an appearance.

Dance Dance Revolution Extra Mix

8.1

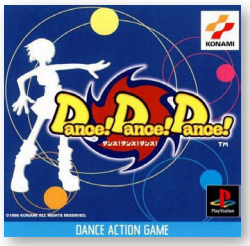
Developer KCET
Publisher Konami
Release date (jp) July 6, 2001
Genre Music
Players 1-2 Players

Dance Dance Revolution Extra Mix is a music video game that is part of the Dance Dance Revolution and Bemani series. It does not have an arcade counterpart.

Many of the songs in the game are from the DDR Solo games, Dance Dance Revolution 4thMix, and preview songs from Dance Dance Revolution 5thMix, including music by BeForU.

6.0

Dance! Dance! Dance!

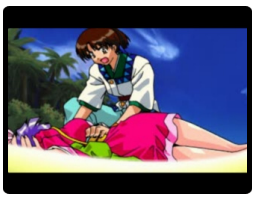


Developer	Konami
Publisher	Konami
Release date	(jp) December 3, 1998
Genre	Music
Players	1-2 Players

Dance! Dance! Dance! is a rythm game where the player does dance battles against other opponent. The gameplay revolves around matching the directions that comes on the screen. The quicker the beat of the song, the faster the character does their move. After the move, the player again have to press a combination of D-pad and button to launch the character into another move.

7.5

Dancing Blade: Katteni Momotenshi



Developer	KCET
Publisher	Konami
Release date	(jp) August 27, 1998
Genre	Adventure, Interactive Movie
Players	1 Player

Dancing Blade is an anime FMV game. The player simply watches each scene as it proceeds; the only interaction is occasionally selecting dialogue choices when prompted. Depending on the player's choices, they will reach one of four different endings. Once an ending is reached, the scenario leading to that ending can later be replayed without interruption. Any scene already viewed can also be freely revisited.

7.7

Dancing Blade 2: Katteni Momotenshi II - Tears of Eden

Developer	KCET
Publisher	Konami
Release date	(jp) March 18, 1999
Genre	Adventure, Interactive Movie
Players	1 Player

The second game continues on the story from the first Dancing Blade Katteni Momotenshi, where Momohime transformed into Momotenshi for the first time. The game is again an interactive action-comedy anime that lasts for around 60 minutes. The game features multiple endings depending of the player choices during the gameplay.

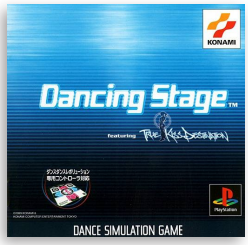
Dancing Stage featuring Dreams Come True

6.0

Developer	KCET
Publisher	Konami
Release date	(jp) April 20, 2000
Genre	Music
Players	1-2 Players

Dance Stage is part of the Bemani series. The gameplay is similar to Dance Dance Revolution and has songs performed by the J-Pop group, Dreams Come True.

Dreams Come True is a Japanese pop band formed in 1988, originally consisting of Miwa Yoshida (lead vocals), Masato Nakamura (bass), and Takahiro Nishikawa (keyboards).



Dancing Stage featuring True Kiss Destination

6.3

Developer	KCET Bemani
Publisher	Konami
Release date	(jp) December 9, 1999
Genre	Music
Players	1-2 Players

The Dancing Stage games in Japan all deviate away from the main DDR series of games and in True Kiss Destination case it featured a themed set of music by the Japanese group of the same name as well as original music from Konami's in house artists.

"kimsufi.com"

Dangan

6.0

Developer	Mediamuse
Publisher	KSS
Release date	(jp) February 24, 2000
Genre	Action
Players	1 Player

Dangan features a top down view and different weapons to choose from. The player controls one of two characters, depending on the mission. The gameplay is similar to arcade games like Ikari Warriors or Mercs, where the player have to advance throught the level shooting enemies and reaching the end level boss. Once the boss is defeated, the mission is completed and the player can advance to the next level.

7.5

Darius Gaiden

Developer Nexus Interact
Publisher Interbec
Release date (jp) December 20, 1996
Genre Shooter
Players 1-2 Players

Darius Gaiden is a port of the Taito 1994 arcade game. Players take command of Silverhawk fighters once again as they battle to take back the planet Darius from the evil forces that had over-powered it.

There are seven levels in the game, subdivided into 28 zones, with seven possible endings.

7.0

Dark Hunter: Jou Ijigen Gakuen

Developer KOEI
Publisher KOEI
Release date (jp) April 11, 1997
Genre Adventure, Interactive Comic
Players 1 Player

Dark Hunter (Jou) Ijigen Gakuen is the first game in the Dark Hunter series. The player can select one of the three main characters. The game has English consultants with a dual language and subtitle option for players. While the English Dream series has been largely forgotten, both titles appeared on Koei's 2003 Winter Thanks Rare Campaign with cheap and forgiving prices.

5.5

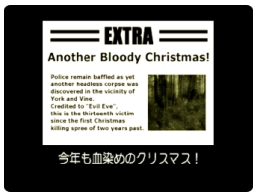
Dark Hunter: Ge Youma No Mori

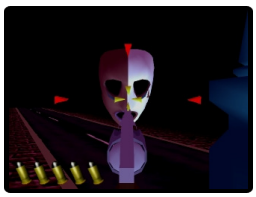
Developer KOEI
Publisher KOEI
Release date (jp) July 30, 1997
Genre Adventure, Interactive Comic
Players 1 Player

The sequel to Dark Hunter (Jou) Ijigen Gakuen continues the story of the three main characters. The gameplay and art style are are the same as the prequel. The game is again fully voiced with the option for English or Japanese voice acting.

Dark Tales: From the Lost Soul

6.8



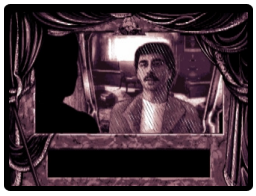


Developer	Vertex Zero
Publisher	Sammy Entertaiment
Release date	(jp) October 28, 1999
Genre	Action-adventure
Players	1 Player

Dark Tales from the Lost Soul is a obscure Japanese horror game. The game allows the player to experience three separate stories: Cat&Mouse, where the player is a detective pursuing a serial killer through an abandoned amusement park. Ghost Writer, where the player is a struggling writer who has just received a mysterious CD. And The Honeymoon, where the player is a newly married couple who have decided to take a rather dangerous road.

Darkseed

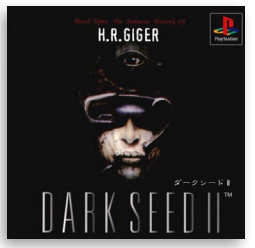
6.2



Developer	Cyberdreams
Publisher	GaGa Communications
Release date	(jp) October 27, 1995
Genre	Adventure
Players	1 Player

Dark Seed is a horror adventure game with artwork from famous horror designer H. R. Giger. The origianl release of the game was one of the first adventure games to use high-resolution (640 pixels wide) graphics, to Giger's demand.

The story of the game revolves around Mike Dawson, a writer, who has recently purchased an old mansion in the small town of Woodland Hills.



Darkseed II

6.0

Developer	Aim at Entertainment
Publisher	B-Factory
Release date	(jp) September 18, 1997
Genre	Adventure
Players	1 Player

Dark Seed II continues the nightmare of Mike Dawson as he recovers from a nervous breakdown from his earlier encounters from the last game.

The designs of H.R. Giger are pivotal in this horror-tinged point 'n click adventure. Players will be swapping between the Normal World and the Dark World, with 75 prerendered 3D locations in total, and 40 characters to interact with.

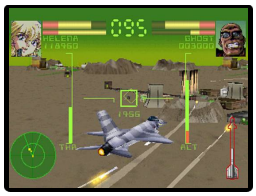
Deadheat Road

Developer	Nichibutsu
Publisher	Nichibutsu
Release date	(jp) April 12, 1996
Genre	Racing
Players	1 Player

Deadheat Road is a standard racing game where the player race againts an A.I. car. The races usually starts at night and ends with the daylight. The game features different cars for the player to choose that can also be customized, and different circuits.

7.6

Deadly Skies

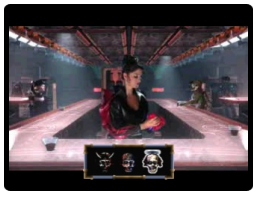


Developer	Funcom
Publisher	Coconuts Japan
Release date	(jp) October 23, 1997
Genre	Shooter
Players	1-2 Players

Deadly Skies is a 3D shooter, similar to the Ace Combat series, where the player is a pilot of combat planes that need to pass several combat missions, in which he will have to destroy a enemy plane in places like desert, cities or ocean.

The game also features a 2 player mode, where players fight against eachother in split screen.

Death Mask



Developer	Electric Dreams
Publisher	Vantan International
Release date	(jp) February 9, 1996
Genre	Action-adventure
Players	1 Player

DeathMask, also known as Angel Devoid: Face of the Enemy, is set in the futuristic NeoCity in the year 3032. The player takes the role of Jack Hard, a cop whose life goal is to hunt the criminal Angel Devoid. After an accident during a car chase he awakens in an hospital - only to find out that his face was operated to look like his eternal enemy. Now he is a wanted man.

The gameplay are similar to the adventure game, The 7th Guest.

Debut 21

7.0

Developer	HEADROOM
Publisher	NEC Interchannel
Release date	(jp) September 10, 1998
Genre	Simulation
Players	1 Player

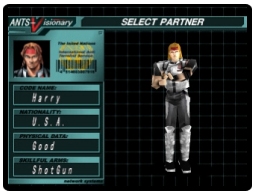
Debut 21 is a manager game, where the player is the manager of a cyborg singer, model and actress, and have to make it famous. The player have to choose what kind of training the future star must do: Singing, dancing, model or actress training.

The player have to be careful of the cyborg motivation or it will get depressed. The motivation depends of the charge of jobs and training and of the conversations that it has with it`s manager.

SuperLite 1500 Series
July 2000

Deep Freeze

6.0



Developer	Sammy Studios
Publisher	Sammy Studios
Release date	(jp) January 14, 1999
Genre	Action-adventure
Players	1 Player

Deep Freeze is a 3D action-shooting game with pre-rendered backgrounds, similar to such games as Resident Evil and Parasite Eve, only with a stronger action focus. The player choose a partner from a squad for each mission, then make way through each situation to eliminate the threat. Players can give their partner orders, as well as change formation.

The Best Takaramono
August 1999

Deep Sea Adventure

7.7

Developer	Barnhouse Effect
Publisher	Takara
Release date	(jp) March 20, 1997
Genre	Action-adventure
Players	1 Player

Deep Sea Adventure is an action RPG where the player control a young boy that pilot a submarine. The boy have to explore the sea in search of old artifacts and treasures. On his adventure, he will have to face the dangers of the sea and battle against sharks and other dangers. He will also visit towns in his quest.

"kimsufi.com"

6.0

Dekiru! Game Center

Developer Fupac
Publisher Shoeisha
Release date (jp) January 14, 1999
Genre Strategy
Players 1 Player

Dekiru Game Center is a strategy game where the player is tasked to create his own game center. The game begins in 1978 and end in 1998. The player can buy different arcade machines and others games, from classic gun games to modern arcade games.

The second CD features features interviews, artwork, character profiles and promo video of the game Kouyasai: a sherd of youthful memories.

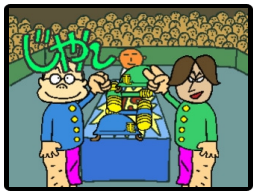
8.0

Dengeki Construction: Ochige - Yarouze!

Developer Fupac
Publisher Media Works
Release date (jp) June 25, 1998
Genre Puzzle
Players 1-2 Players

Dengeki Construction - Ochige - Yarouze! is a 2D puzzle game where the player controls a young girl that have to defeat different enemies in different stages to complete the game. The game features a complete editor that let players design their own levels and puzzle pieces.

Denpa Shounenteki Game



Developer Hudson Soft
Publisher Hudson Soft
Release date (jp) April 2, 1998
Genre Mini-games
Players 1-8 Players

Denpa Shounenteki Game is based on Susunu! Denpa Shonen, a Japanese reality TV show, first aired in 1998. The show was known for the extreme and absurd situations that the participants were put in.

The game is a collection of wacky mini games that can be played with up to 8 players at the same time.

Densha Daisuki

Developer Tomy
Publisher Tomy
Release date (jp) December 23, 1998
Genre Simulation
Players 1 Player

Densha Daisuki follows in the footsteps of the Densha de Go series and place the player in control of a passenger train. There are different routes and trains. The gameplay is similar to the Densha De Go series and only features a first person perspective.

The game was released with the Densha Daisuki: Plarail de Ippai Controller.

Simple 1500 Series
Vol. 103
January 2003

Densha De Go!

8.2

Developer Taito
Publisher Taito
Release date (jp) December 18, 1997
Genre Simulation
Players 1 Player

Densha de Go! is a Japanese train simulation game series. The game originates from a 1996 arcade version.

A large number of hardware train controllers were available for a number of platforms for which Densha de Go was available. This included versions that had buttons, levers, and pedals to suggest real-world train controllers, including traditional brake-and-throttle train controllers, and “mascon”-type controllers.

Premium Pack
March 1999

Densha de Go! 2

7.7

Developer Taito
Publisher Unbalance Corporation
Release date (jp) March 18, 1999
Genre Simulation
Players 1 Player

For the first time on the PlayStation, it was possible to drive through the snow, and take a seat in the cockpit of a Shinkansen bullet train.

The gameplay is more arcade than simulation. The focus is on stopping at the stations at the perfect moment and position, keeping up with the schedule, obeying signals and speed limits, and ensuring the safety and comfort of the passengers.

8.4

Densha De Go! Nagoya Railroad

Developer Taito
Publisher Taito
Release date (jp) January 27, 2000
Genre Simulation
Players 1 Player

Densha de Go! Nagoya Railroad offers five different game modes and full reign of the Nagoya region. The game features anything from a tram to a 'Super Panorama' express. Also Included are street running and the famous Inuyama bridge, which is shared between the trains and motor traffic.

Simple 1500 Series
Vol. 102
August 2002

9.0

Densha de Go! Professional

Developer Taito
Publisher Taito
Release date (jp) December 9, 1999
Genre Simulation
Players 1 Player

Densha de GO! Professional is another game in the Densha de Go! series based on the arcade games. The game is seen by many fans of the series as the best of the whole DDG range for the original PlayStation. The game features a wide selection of trains and routes, as well as bonus trains and routes when the player are doing well.

PlayStation the Best
December 2000

8.0

Derby Jockey 2001

Developer Office Create
Publisher Asmik Ace Entertainment
Release date (jp) January 18, 2001
Genre Racing
Players 1 Player

Derby Jockey began on the Super Famicom and evolved from 2D to 3D racing. In DJ 2K1, players begin the game with an untrained horse who needs to be broken in and adapted to the ways of his new masters. With the proper training, the horse will help players capture stakes and acclaim. New to the 2001 version are detailed horse training and arcade style racing on horseback.

Derby Jockey R

6.0

Developer	Asmik Ace Entertainment
Publisher	Asmik Ace Entertainment
Release date	(jp) February 28, 1997
Genre	Racing
Players	1 Player

Derby Jockey R was the first game in the series for the Playstation. The game let's the player compete in different competitions using different horses.

Deserted Island

5.0

Developer	Mediamuse
Publisher	KSS
Release date	(jp) November 29, 1996
Genre	Adventure
Players	1 Player

Deserted Island tells the story a cargo ship that was hit by a storm and discover an island. They sent a report of the island to the Geographical Society that is famed for scientists around the world. And six months later they sent a team to explore the island. The game is played in a first person perspective and the goal of the game is explore the island to discover new plants, minerals and animals. There are real and fictional creatures and plants to discover.

PSOne Books
November 2003

Detana Twinbee Yahoo! Deluxe Pack

8.0

Developer	Konami
Publisher	Konami
Release date	(jp) May 29, 1995
Genre	Shooter
Players	1-2 Players

Detana!! Twinbee Yahoo! Deluxe Pack contains the arcade games Detana!! TwinBee, released in a home version for the PC Engine, and Twinbee Yahoo!, not released on a home version before this, in all their arcade glory.

The graphics are bright and colorful, with a large emphasis on bizarre humor, much like Konami's Parodius series.

DeviceReign

Developer	Starlight Marry
Publisher	Media Works
Release date	(jp) February 25, 1999
Genre	Adventure, Tactical role-playing game
Players	1 Player

Devicereign is a mix between a first person perspective adventure game and a third person perspective tactical RPG.

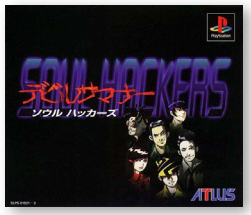
The story revolves around the two students Kumono Seishiro Hiigari and Toya.

7.7

Devil Summoner: Soul Hackers

Developer	Tose Software
Publisher	Atlus
Release date	(jp) April 8, 1999
Genre	Role-playing game
Players	1 Player

Soul Hackers is similar in its themes, structure and gameplay to its predecessor, as well as to the main Shin Megami Tensei series. Set in a futuristic cyberpunk environment, the game contains many characteristic elements such as two weapon types (swords and guns) for the main hero, a female companion who can learn and cast magic spells, and a party of six active combatants, of which four are demons.



PSOne Books
January 2003

6.2

DevilMan

Developer	Bandai
Publisher	Bandai
Release date	(jp) April 13, 2000
Genre	Survival Horror
Players	1 Player

Devilman is based on the Japanese manga series, written and illustrated by Go Nagai, which originally started as an anime adaptation of the concept of Nagai's previous manga series, Demon Lord Dante.

One difference from other survival horror games is the walking slowly option to avoid being detected.

SuperLite 1500 Series
August 2000

Dezaemon Kids!

8.0

Developer Athena
Publisher Athena
Release date (jp) October 22, 1998
Genre Shooter, Constructing
Players 1-2 Players

Dezaemon Kids! is a title in the Dezaemon series that allows players to create their own shoot-'em-up games. The players can design levels and enemies by themselves or choose from a number of presets, as well as compose musical themes for the levels. The game has a simplified colorful interface which makes it targeted for younger audience. It also boasts fully-voiced tutorial, a large amount of sample data, a horizontal scroll option, and 2-player simultaneous play option.

Dezaemon Plus

7.5

Developer Athena
Publisher Athena
Release date (jp) May 24, 1996
Genre Shooter, Constructing
Players 1 Player

Dezaemon Plus is an updated PlayStation release of Dezaemon on the Super Famicom. Both games allow players to create their own vertical shooters through use of an icon-driven tool set. Players can control enemy placement, behavior, weapons, powerups, boss firing points, and so on. A graphics editor allows players to draw backgrounds, along with sprites for players, enemies, and even explosions. A music editor, very similar to the one in Mario Paint allows players to construct music for each level.

Blue Controller Set
December 2001

Diet Nyuumon Set Undou Kaishou!

Developer Twilight Express
Publisher Twilight Express
Release date (jp) December 20, 2001
Genre Sports
Players 1 Player

Diet Nyuumon Set Undou Kaishou! is a jogging simulator that tells players how many calories they've burnt up. The game also has a time attack mode. The game features four game modes (Free mode, 3km, 6km and 12km) and different routes in each course that the player can choose during the course.

The game came with either a orange or blue "controller".

8.0

Dig A-Dig Pukka

Developer	SCEI
Publisher	SCEI
Release date	(jp) December 7, 2000
Genre	Simulation
Players	1 Player

In Dig a-Dig Pukka, also known as Kokohore! Pukka: Dig a-Dig Pukka, the player controls a miner robotic pet that explore the lands searching for rare minerals and gems. In his quests he will be rewarded with money that the player can use to buy new objects and tools.

3.5

Digcro: Digital Number Crossword

Developer	Atlus
Publisher	Atlus
Release date	(jp) November 1, 1996
Genre	Puzzle
Players	1 Player

Digcro - Digital Number Crossword, also known as Digicro Number Crossword, is a puzzle game where the gameplay consist of putting the provided letters in each squares that got the same number, and if the player put them correct, the proper words can be read.

The game features different levels and each levels got different letters puzzles.

4.0

Digical League

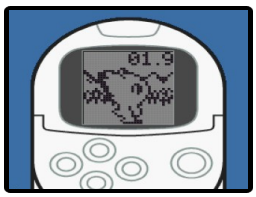
Developer	Aques
Publisher	Square
Release date	(jp) June 20, 1997
Genre	Sports
Players	1-2 Players

Digical League is a cartoon baseball game in the style of the Pawafuru series.

Game options include: 1 player vs 2 player, 1 player vs computer, Pennant, and an Options mode. The game also features 13 different teams to choose from.

Digimon Tamers: Pocket Culumon

4.7



Developer	Bandai
Publisher	Bandai
Release date	(jp) May 17, 2001
Genre	Mini-games
Players	1-2 Players

Digimon Tamers - Pocket Culumon let the player choose from a bunch of Digimon-themed mini-games and download them to the PocketStation. Then take the mini-game and play it wherever the player is. The game also features a Culumon virtual pet and a complete database of Digimon creatures from the TV series. It was released at a budget pricepoint of Yen 2,800 in Japan.

Digimon World: Digital Card Battle

7.6

Developer	Bandai
Publisher	Bandai
Release date	(jp) December 22, 1999
Genre	Card battle
Players	1-2 Players

Digimon World - Digital Card Battle was the first Card Battle series. The game are three round strategy match ups using 30-card decks based on creatures with unique attack powers, special effects, counterattacks, armor, and the ability to increase to stronger levels through “digivolution” using special option cards or creature fusion. Three Digimon card levels, rookie (R), champion (C) and ultimate (U) (mega Digimon), can be “digivolved” to create more powerful creatures.

Digital Ehon Vol.1: Imadoki no Momotarou

Developer	SmileSoft
Publisher	Smilesoft
Release date	(jp) September 12, 2002
Genre	Interactive Comic
Players	1-2 Players

Digital Ehon is a game series that turns folktales of various countries and translates them for children, with the hope that they may come to gain a greater mutual understanding of people and cultures.

Momotarō is a popular hero from Japanese folklore.

Digital Ehon Vol.2: Imadoki no Kaguyahime

Developer	SmileSoft
Publisher	SmileSoft
Release date	(jp) September 12, 2002
Genre	Interactive Comic
Players	1-2 Players

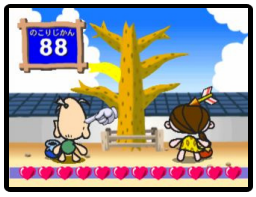
The story apparantly revolves around a princess in a rocket who get several sutors who want to get married to her.

Digital Ehon Vol.3: Imadoki no Sarukani

Developer	SmileSoft
Publisher	SmileSoft
Release date	(jp) September 12, 2002
Genre	Interactive Comic
Players	1-2 Players

The story revolves around a asshole monkey who has stolen alot of things.

Digital Ehon Vol.4: Imadoki no Hanasaka Jiisan



Developer	SmileSoft
Publisher	SmileSoft
Release date	(jp) September 12, 2002
Genre	Interactive Comic
Players	1-2 Players

Digital Ehon Vol. 4 - Imadoki no Hanasaka Jiisan is based on the Japanese fairy tale of the same name. In the story, an old childless couple loved their dog. One day, it dug in the garden, and they found a box of gold pieces there. A neighbor thought the dog must be able to find treasure, and managed to borrow the dog. When it dug in his garden, there were only bones, and he killed it. The end! Morale of the story: Don`t lend your dog away.

Digital Ehon Vol.5: Imadoki no Urashimatarou

Developer SmileSoft
Publisher Smilesoft
Release date (jp) September 12, 2002
Genre Interactive Comic
Players 1-2 Players

The story revolves around Urashima Taro, the dragon Miyagi, a bad octopus, and the beautiful Otohime-sama.

I found little information about the series, other than the one covered by kimsufi.com.

Digital Figure Iina

8.0

Developer Natsume
Publisher Imageneer
Release date (jp) October 22, 1998
Genre Adventure, Simulation
Players 1 Player

Digital Figure Iina tells the story of an alien girl that is send to earth to become an human idol. The player can choose what clothes Iina is going to wear each week and also talk to her to know how she feels (and that will make her better or worse depending of the choices of the conversations).

The game got a time limit of 3 years to reach the goal.

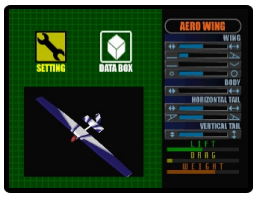
PSOne Books
March 2002

Digital Glider Airman

Developer Ornith
Publisher ASK Corporation
Release date (jp) September 14, 1999
Genre Simulator
Players 1 Player

Digital Glider Airman is a flight simulator where the player can choose between different game modes: Challenge, Extra mode, Test mode or Practice mode. All in a 3D world with different places to fly in each mission from cities to highways, mountains, etc.

There are different gliders and players can design and configurate the one they choose.



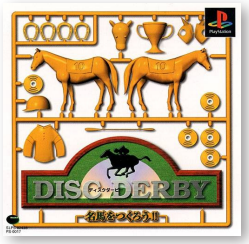
Dioramos

Developer Ponos
Publisher Ponos
Release date (jp) November 30, 2000
Genre Board game, Role-playing game
Players 1-4 Players

Dioramos is a fantasy board game where players eliminate opponents using weapons and special attacks. The player character can also gather better weapons and items on the board to use against his opponents. The winner is the last surviving player.

There are four different types of character status besides the normal one: Poison, Paralysis, Curse and Blindness

Disc Derby



Reprint
November 2000

Developer Dazz
Publisher Dazz
Release date (jp) March 30, 2000
Genre Simulation
Players 1 Player

Of what i have gathered, the game is a horse derby simulator, where the player can produce a horse with the help of a music CD. Other than that funny gimmick, the game is a normal horse racing simulator.

7.8

DoDonPachi

Developer CAVE Co.
Publisher SPS
Release date (jp) September 10, 1998
Genre Shooter
Players 1-2 Players

DoDonPachi is Cave's sequel to their 1995 arcade release DonPachi. Like its predecessor, DoDonPachi is a vertical-scrolling military- and robot-themed manic shooter featuring a giant mecha bee as the final boss. The player's ship and the gameplay are virtually the same as in DonPachi, with one of three weapons selected at start then levelled-up by collecting dropped power-ups.

"mobygames.com"

Docchi Mecha!

Developer SCEI
Publisher SCEI
Release date (jp) April 27, 2000
Genre Strategy
Players 1-2 Players

Docchi Mecha! is a strategy game where the player take the role of a little alien. The game uses a cartoon 3D engine for the battle ground and 2D anime sequences for the adventure part. The gameplay is about creating aliens to grab items, create new buildings and attack the enemies buildings and unit. The mission is complete when the enemy is defeated. The game also features different camera angles.

"kimsufi.com"

PlayStation the Best
December 1999

Dokapon Ikari No Tetsuken

7.7

Developer Tycoon
Publisher Asmik Ace Entertainment
Release date (jp) November 5, 1998
Genre Board game, Role-playing game
Players 1-4 Players

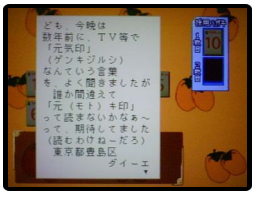
Dokapon is a board game with RPG elements. The game uses a top down 2D view on the board gameplay and 3D in the battle sequences. The player (or players) control a knight, whit the ability to choose from 8 different characters, each with different attacks and characteristics, and start destroying the monsters in the castle. The gameplay consist of using a roulette to see how many squares one can advance. The squares consist of items, magic items, traps, inns, shops, or enemies.

Doki Doki On Air

Developer Dream Japan
Publisher Bottom Up
Release date (jp) June 11, 1998
Genre Strategy
Players 1 Player

Doki Doki On Air features several popular Japanese voice acresses, including Komori Manami and appointed Haruna Ikezawa.

What i have gathered, the game is something like a radio program making simulator.



Doki Doki On Air 2

Developer Dream Japan
Publisher Bottom Up
Release date (jp) March 11, 1999
Genre Strategy
Players 1 Player

The game is the sequel, and follows the same formula of the last game. The player character, Kimi, starts as a novice director, creating a program of proposal-script, correspondence and booking coverage. Again, people of Nippon Cultural Broadcasting appeares in real name.

Doki Doki Poyatchio!!

Developer M2, Studio Saizensen, Zero System
Publisher King Records
Release date (jp) September 10, 1998
Genre Role-playing game
Players 1 Player

Doki Doki Poyatchio!! tells the story of a young girl, with the default name Jean, one month in the summer vacation, in a near futuristic world, that have to deliver food, letters, and other items to the other characters in the town. When she solve some of the missions, new places of the town will be opened to explore and more people to deliver things to.

6.0

Doki Doki Pretty League

Developer Xing Entertainment
Publisher Xing Entertainment
Release date (jp) March 28, 1997
Genre Sports, Dating Sim
Players 1 Player

Doki Doki Pretty League is the first in the baseball simulation series by Xing Entertainment for the PlayStation. In the game, the player takes the role of a baseball coach that coach the Kasumigaura high school female baseball team during a one year period. The player decides the training that each player is going to have during each week and see the progress of his players, seeing if the players stats are increasing of not.

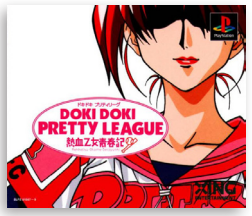
Limited Edition
March 1997

Doki Doki Pretty League: Lovely Star

Developer Xing Entertainment
Publisher Xing Entertainment
Release date (jp) March 30, 2000
Genre Sports, Dating Sim
Players 1 Player

Doki Doki Pretty League Lovely Star is the third and last game in the series released for the PlayStation.

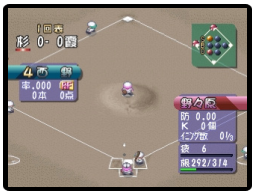
The game features japanese voices for the team members. And there is also an unlockable CG Gallery with images of all the female characters and artwork from the 2 previous games in the series.



Doki Doki Pretty League: Nekketsu Otome Seishunki

Developer Xing Entertainment
Publisher Xing Entertainment
Release date (jp) September 23, 1998
Genre Sports, Dating Sim
Players 1 Player

Doki Doki Pretty League: Nekketsu Otome Seishunki has the same formula of gameplay as the others in the series. The player is a coach for an all-girl baseball team. The game plays like a managerial game where players have to keep track of the schedule, add practice time for the girls and play games to advance in the series.



MajorWave 1500
March 2002

Doki Doki Shutter Chance: Koi no Puzzle o Kumitatete

7.0

Developer Nippon Ichi Software
Publisher Nippon Ichi Software
Release date (jp) October 23, 1997
Genre Puzzle
Players 1-2 Players

The game revolves around a school photographer with the dream of taking photographs of the beautiful girls on his school wearing swimsuits. To make his dream come true, he have to defeat the girls in a jigsaw puzzle game. Only then, may he photograh the girls.

7.5

Doki Oki

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) December 22, 1995
Genre	Adventure
Players	1 Player

Doki Oki is a first person perspective similar to games like Myst. The player takes the role of a human that is summoned into another world by strange robotic creatures. They need his help to defeat a mysterious enemy.

Dokodemo Hamster 2

Developer	InterBEC
Publisher	BEC
Release date	(jp) August 31, 2000
Genre	Mini-games
Players	1 Player

Dokodemo Hamster 2 is a simulation game where the player have to breed three different hamsters. The player can give the hamster food, show it apreciation and let it live a happy life. The game also features several mini games.

The game is compatible with the Pocketstation controller.

Dokodemo Hamster 4

Developer	Atelier Double
Publisher	BEC
Release date	(jp) July 26, 2001
Genre	Board game
Players	1-4 Players

Dokodemo Hamster 4: Doki Doki Sugoroku Daibouken! is the fourth game in the series. The player controls one of four different hamsters in a 2D boad game that takes place in different parts of an island. The gameplay follow the usual board game rules, where the player roll a dice to reach different squares of the board. There are mini games and other events around each board table, and the player that win is the one that reachs the end of each board first.

Dokodemo Hamster: Bi! Click Tankentai

Developer InterBEC
Publisher BEC
Release date (jp) February 28, 2002
Genre Adventure, Mini-games
Players 1 Player

Dokodemo Hamster: Bi! Click Tankentai is a point and click adventure game where the player controls a small hamster on an adventure. To advance the game, the player have to examine each room of the game, clicking different objects to discover the one that start a different game (like jigsaw puzzles, mini games and others). Once he solve the game in each room, he can advance to the next one.

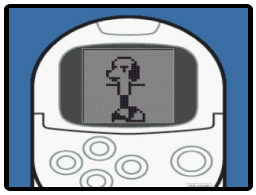
w/PocketStation
December 1999

Doko Demo Issyo

8.5

Developer Bomber eXpress
Publisher SCEI
Release date (jp) July 22, 1999
Genre Simulation
Players 1 Player

The PocketStation's most popular game was Dokodemo Issho, which sold over 1.5 million copies in Japan and is the first game to star Sony's mascot Toro, also known as the Sony Cat.



Limited Edition
February 2002

Dokomademo Aoku...

Developer EJ
Publisher KID
Release date (jp) February 21, 2002
Genre Adventure
Players 1 Player

Dokomademo Aoku is a port of the PC adventure game released in 2000. The player takes the role of a young boy that returns to his hometown after a year away. There he finds that his old school is going to close. It seems that something strange are happening in the village.

The Limited Edition Includes a bonus CD.

6.9

DonPachi

Developer CAVE Co.
Publisher SPS
Release date (jp) October 18, 1996
Genre Shooter
Players 1-2 Players

DonPachi is a vertical manic shoot-'em-up originally released in arcades. The game was the first game from the developer Cave. Settings are mainly woodland and enemies are military vehicles and robots, culminating in the final boss, a huge robotic bee. One of three weapon configurations is chosen at start and then levelled up through dropped power-ups.

"mobygames.com"

Cyclone Best
August 2001

6.6

Doraemon: Nobitaito Fukkatsu no hoshi

Developer Sakata SAS
Publisher Epoch
Release date (jp) February 16, 1996
Genre Platformer
Players 1 Player

Doraemon - Nobitaito Fukkatsu no hoshi are based on the Japanese manga series created by Fujiko F. Fujio. This was the first Doraemon game released for the PlayStation. The game is divided into short platform stages, each with a specific objective or goal that must be completed to move on. Between stages, there are voiced visual novel-style sequences which move the story forward.

Reprint
December 1998

6.3

Doraemon 2: SOS! Otogi no Kuni

Developer Pre-Stage
Publisher Epoch
Release date (jp) February 21, 1997
Genre Platformer
Players 1 Players

SOS! Otogi no Kuni is a side-scrolling platform action game. Each stage is based on a famous fairy tale, with one of the children taking the role of the lead character to rescue the story's hero.

There are five stages, with each one featuring a different playable character, that can be played in any order. Each stage is broken into multiple sections, and includes at least one boss battle.

Reprint
November 1999

Reprint
April 2002

Doraemon 3: Makai No Dungeon

9.0

Developer Epoch
Publisher Epoch
Release date (jp) December 14, 2000
Genre Action role-playing game
Players 1 Player

Makai no Dungeon is a dungeon-crawling roguelike in the tradition of Chunsoft's Mysterious Dungeon series, and one of many games based on the popular children's cartoon Doraemon. It plays just like its better-known cousin, featuring randomly-generated dungeons, and a turn-based action system where each action the player takes is also an action for all enemies. The goal is to explore each of the dungeons and rescue Nobita's friends, who will become playable as they are found.

Dosukoi Densetsu

Developer KSS
Publisher KSS
Release date (jp) May 20, 1999
Genre Sports
Players 1 Player

Dosukoi Densetsu is a Sumo wrestling simulation game where the player train a sumo wrestler or a group of them, in different kinds of trainings, give him food and send him to rest, and then go into tournaments and trying to win. Depending on the things they eat and the training and rests that they do, their stats will either increase or decrease.

Dotsubo-Chan

Developer 3 Spirits
Publisher Universe Kaihatsu
Release date (jp) September 14, 2000
Genre Mini-games
Players 1 Player

Dotsubo-Chan tells the story of a young girl that is going to get married. But when the day of the wedding arrives, everything goes wrong. She will have to fix it all if she wants to have a wedding.

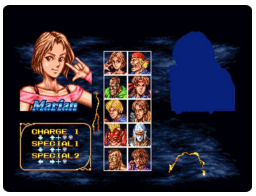
The goal of the game is to get to the end of the day and get married. To do that, she will have the help of a strange creature that will in turn help her.

7.2

Double Dragon

Developer Urban Plant
Publisher Technos Japan
Release date (jp) April 26, 1996
Genre Fighting
Players 1-2 Players

Released around the same time as the film of the same name and loosely based on its story, this installment in the Double Dragon series also moves away from the traditional roam-the-streets-fighting to a pure one-on-one fighter. There are ten characters to choose from, including Billy and Jimmy and the game has colorful interactive backgrounds, screen zooming, over-the-top special moves and with the inclusion of double jumps, and combos.



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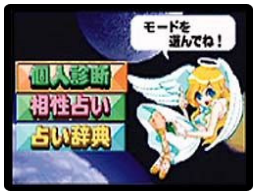


Doubutsu Kyaranabi Uranai 2: Plus Renai Uranai Puzzle

Developer Culture Brain
Publisher Culture Brain
Release date (jp) September 18, 2003
Genre Puzzle
Players 1 Player

Doubutsu Kyaranabi Uranai 2 is a puzzle game based on the twellve zodiac animals with cute illustrations. Also featured is a love fortune-telling option of some sort.

Doubutsu Kyaranabi Uranai Plus Renai Uranai Puzzle

Developer Culture Brain
Publisher Culture Brain
Release date (jp) June 30, 2001
Genre Puzzle
Players unknown

Found next to nothing on this game. I tried though...

Douga de puzzle da! Puppukupuu

5.0

Developer Agenda
Publisher Argent
Release date (jp) July 7, 1995
Genre Puzzle
Players 1-2 Players

Douga de puzzle da! Puppukupuu is a jigsaw puzzle game with several puzzles and game modes to choose from.

The game features easy gameplay whit a moving image instead of the classic static images view in the puzzles.

Limited Edition
August 1997

Doukyuusei 2

4.8

Developer Elf
Publisher Banpresto
Release date (jp) August 7, 1997
Genre Adventure, Dating sim
Players 1 Player

Dōkyūsei 2 is a classic “love adventure”. The player is a high-school student, whose father is a famous archaeologist traveling around the world, and whose mother died when he was a child. It is now his third year at the 88 High School, and naturally, his primary concern is his love life.

The game has its own internal clock. Players can move around their character on a “city map”, visiting different locations.

Best Wing 2800
April 2000

Doukyuusei Mahjong

5.0

Developer Yumedia
Publisher Yumedia
Release date (jp) January 17, 1997
Genre Board game
Players 1 Player

Doukyuusei Mahjong is a port of the arcade game of the same name. The PlayStation version features new game modes, CG Gallery of all the female characters and a new intro full motion video sequence.

There are 21 different location in the game.

Downhill Snow

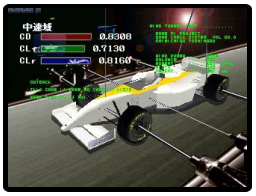
Developer Victor Interactive Software
Publisher Pack-In-Video
Release date (jp) May 28, 1998
Genre Sports
Players 1-2 Players

Downhill Snow is a ski game with 4 different game modes: Tournament, Practice, Scenario, and VS Mode.

The player have different characters to choose from, and he can also customize the cap, sunglasses, jacket, gloves, pants and boots. There are different courses and different kind of ski models.

5.0

Doyume no Yabou: F1 GP Nippon no Chousen



Developer Vap
Publisher OZ Club
Release date (jp) October 25, 1996
Genre Strategy
Players 1-2 Players

In Doyume no Yabou F1-GP, the player can build his own formula 1 car, choosing different parts of the car and a driver to test the car. After that, he can see the races using different camera angles.

Doyume no Yabou 2: The Race of Champions

Best Version
June 2000

Developer OZ Club
Publisher OZ Club
Release date (jp) November 19, 1998
Genre Strategy
Players 1 Player

The sequel Doyume no Yabou 2 The Race of Champions is a strategy game, with gameplay much the same as the last game. Though with an updated graphic engine and different options. The player can build his own formula 1 and choose the driver. After that, he can see the races using different camera angles.

Dr Rin Ni Kiitemite!: Koi No Happy Four Season

7.2

Developer	Will
Publisher	Hudson Soft
Release date	(jp) November 28, 2002
Genre	Adventure, Dating sim
Players	1-2 Players

Dr Rin Ni Kiitemite! is based on the eight volume manga series by Kiyoko Arai, later adapted into a 51 episode anime series.

The game is a adventure game with mini games included. The player have to choose between differente answers to advance in the game, depending on those answers the relationship between Meirin and the boys will be better or worse.

Dr. Slump

7.7

Developer	Bandai
Publisher	Bandai
Release date	(jp) March 18, 1999
Genre	Adventure, Mini-games
Players	1 Player

Dr. Slump is based on the manga by Akira Toriyama, known as the creator of Dragon Ball. The story revolved mainly around a robot named Arale, made by Dr. Slump, her friends and their weird adventures.

The game is a 3D action platform game, with elements of RPG. The player control Arale and explore her hometown Penguin Village.

PlayStation
the Best for Family
June 1997

Dragon Ball Z: Idainaru Dragon ball Densetsu

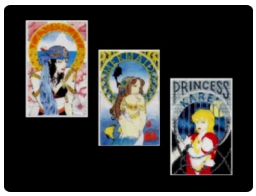
7.7

Developer	Bandai
Publisher	Bandai
Release date	(jp) May 31, 1996
Genre	Fighting
Players	1-2 Players

Based on the Dragon Ball manga by Akira Toriyama, the game starts with the events of the Saiyan Saga and the fight with Vegeta and Nappa.

At the beginning of each fight, players are given a total of four (later six) fighters from which they have to choose the three that they would like to participate in the battle that follows.

7.0



Dragon Beat: Legend of Pinball

Developer	Map Japan
Publisher	Map Japan
Release date	(jp) November 27, 1997
Genre	Pinball
Players	1 Player

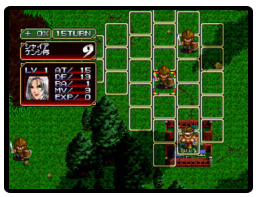
Dragon Beat - Legend of Pinball is a Pinball simulator, featuring three tables: Legend, Old Town, and Castle. In these three tables, depending on the player skills and where he can put the ball, there will be events or monsters that appear.

Dragon Drive Tactics Break

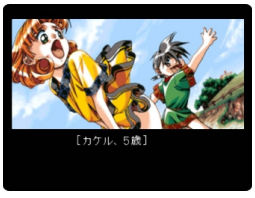
Developer	Bandai
Publisher	Bandai
Release date	(jp) October 3, 2002
Genre	Tactical role-playing game
Players	1 Player

Dragon Drive is based on the Japanese manga by Kenichi Sakura. The story follows a lazy junior high school student Reiji Ozora and a virtual reality game called Dragon Drive, which is introduced to him by his classmate and childhood friend, Maiko Yukino. Although he did not realize at first, his dragon is the rarest in the game, and once he finds out, the game takes an unexpected twist into another world called Rikyu.

7.2



Dragon Knight 4



Developer	Elf
Publisher	Banpresto
Release date	(jp) February 7, 1997
Genre	Tactical role-playing game
Players	1 Player

Dragon Knight 4 was originally an erotic role-playing game developed by ELF Corporation and released for PC DOS, NEC PC-9801 and Sharp X68000. The PlayStation version is a censored port.

Dragon Knight 4 is a continuation of the Dragon Knight series, and a sequel to Knights of Xentar. Dragon Knight 4 has a new protagonist, Kakeru, the son of Takeru from the previous games.

Dragon Knights Glorious

6.0

Developer	Pandora Box
Publisher	Pandora Box
Release date	(jp) November 18, 1999
Genre	Role-playing game
Players	1 Player

Dragon Knights Glorious was the first game in the Pandora Max Series. The player controls a young adventurer that has to complete several missions to advance in the game. The game uses a first person perspective for the battles and conversations with other characters and a third person perspective when the player explore towns and caves.

Dragon Money

9.0

Developer	Micro Cabin
Publisher	Micro Cabin
Release date	(jp) May 4, 1999
Genre	Board game
Players	1-4 Players

Dragon Money is a board game where up to four players can choose from six different characters and play the board.

Gameplay is the usual board game fare where the player roll a dice and advance some squares. Squares include traps, enemies, shops, and inns, among others. The most noteworthy feature are the characters that can be found on selected squares around the board. Talking to these character, make players win or lose money.

PSOne Books
March 2005

Dragon Quest IV: Michibikareshi Monotachi

8.1

Developer	Heart Beat
Publisher	Enix
Release date	(jp) November 22, 2001
Genre	Role-playing game
Players	1 Player

Dragon Quest IV: Chapters of the Chosen, known in English speaking parts of Europe and in Australia as Dragon Quest: The Chapters of the Chosen (Nintendo DS) and originally published as Dragon Warrior IV for the NES version in North America, is a role-playing video game and the fourth installment of the Dragon Quest video game series. The game was remade for the PlayStation, which eventually was available as an Ultimate Hits title.

7.8

Dragon Quest Monsters I·II: Hoshiori no Yuusha to Bokujou no Nakamatachi

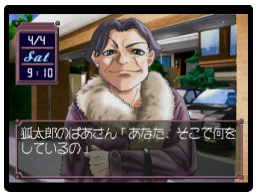
Developer Tose
Publisher Enix
Release date (jp) May 30, 2002
Genre Role-playing game
Players 1-2 Players

Dragon Quest Monsters 1 & 2 is a remix of the first two games in the popular Dragon Quest Monsters series. The game featured updated graphics and a new interface.

Dragon Quest Monsters revolves around a young boy named Terry who is looking for his sister Milayou. In the second game, the player take on the role of hero in a world saving quest.

7.0

Dream Generation: Koi Ka? Shigoto Ka!?



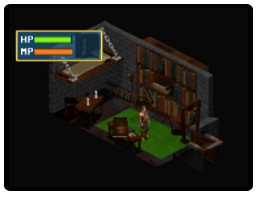
Developer Reindeer
Publisher Masaya
Release date (jp) August 13, 1998
Genre Adventure, Dating sim
Players 1 Player

Dream Generation - Koi Ka? Shigoto Ka!? is a dating simulation game with the usual gameplay. The story revolves around the graduate student, Toranosuke-kun, who come back to his home town after a year away. After attending the class reunion with his old friends, he decided that he has to do something about his future. Future meaning poontang.

Reprint
September 1999

6.0

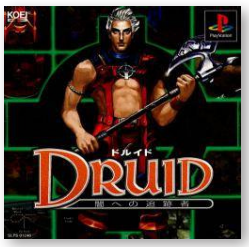
Druid: Yamie no Tsuisekisiya



Developer KOEI
Publisher KOEI
Release date (jp) February 19, 1998
Genre Adventure role-playing game
Players 1 Player

The gameplay of Druid is somewhat similar to that of Ultima VIII: Pagan. It is an action RPG with simple point-and-click interface and action-oriented combat. Players can execute two different types of physical attacks (high and low) and cast a variety of spells. Players don't have a party in the game.

"mobygames.com"

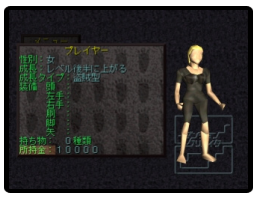


Limited Edition
May 1996

Dungeon Creator

Developer Electronic Arts Victor
Publisher Electronic Arts Victor
Release date (jp) May 31, 1996
Genre Constructing, Role-playing game
Players 1 Player

In Dungeon Creator, the player can design and edit his own dungeons and monsters. The player can create the game maps, magic items, check the test play, design the traps and the shops, the heroes, place the treasure box, etc.

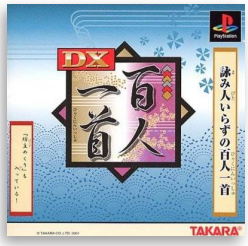


8.5

Dungeon Shoutenkai: Densetsu no Ken Hajimemashita

Developer Kinotrope
Publisher Kodansha
Release date (jp) October 29, 1998
Genre Role-playing game
Players 1 Player

Dungeon Shoutenkai is about a witch that is the owner of a shop in a little town. In the game she will have to trade and get to know the other characters, where some will accompany her on adventures.

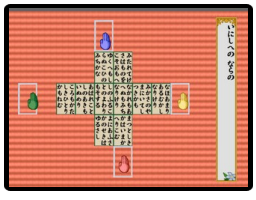


DX Hyakunin Issyu

Developer Alpha Unit
Publisher Takara
Release date (jp) December 6, 2001
Genre Board game
Players 1-4 Players

DX Hyakunin Issyu is a card game based on the popular japanese game of the same name. The card game uses a deck composed of cards based on the Ogura Hyakunin Isshu, which is a classical Japanese anthology of one hundred Japanese waka by one hundred poets.

The game features up to 4 human players to play at the same time using the multi-tap function.



DX Jinsei Game: The Game of Life

6.7

Developer Takara
Publisher Takara
Release date (jp) March 22, 1996
Genre Board game
Players 1-4 Players

Jinsei Game DX, or better known as The Game of Life Deluxe in English, is a PlayStation version of the popular board game. The game also features the Game of Unsei that is a collection of six different mini games: A pair game, a jigsaw puzzle, a time attack game, a frogger game, catch roachs and guess the explosive item.

"kimsufi.com"

PlayStation
the Best for Family
March 1997

DX Jinsei Game II: The Game of Life

5.5

Developer Takara
Publisher Takara
Release date (jp) July 24, 1997
Genre Board game
Players 1-4 Players

This is the second in the DX Jinsei game series for PlayStation. The player can create an opponent or choose one of the different opponents that the game offers. During the game the player character will change and grow, get married, buy houses, etc. Resuming he or she will live a complete live.

"kimsufi.com"

PlayStation
the Best for Family
October 1998

DX Jinsei Game III

Developer Takara
Publisher Takara
Release date (jp) December 2, 1999
Genre Board game
Players 1-4 Players

This is the third in the DX Jinsei game series for PlayStation. The game comes with much of the same gameplay and features as the previous titles in the series.

Takara Best
July 2002

Takara Best
July 2004

DX Jinsei Game IV: The Game of Life

5.0

Developer Takara
Publisher Takara
Release date (jp) November 29, 2001
Genre Board game
Players 1-4 Players

This is the fourth game in the DX Jinsei game series for PlayStation, featuring new characters, events and board tables. Other than that, much of the same.

Takara Best
September 2004

DX Jinsei Game V

Developer Takara
Publisher Takara
Release date (jp) December 5, 2002
Genre Board game
Players 1-4 Players

This is the fifth in the DX Jinsei game series for PlayStation, with 100 different jobs choices. Depending on the type of job, different event happens. The object of the game is to survive the job and be a professional.

Takara Best
August 2002

DX Monopoly

Developer Takara
Publisher Takara
Release date (jp) December 21, 2000
Genre Board game
Players 1-5 Players

DX Monopoly is based on the Monopoly board game. The game features three game modes: Tournament. Ranking, that shows the ranking of previous tournaments. And For beginner, a complete tutorial in Japanese language for learning all the rules of monopoly.

6.0

DX Nippon Tokkyu Ryokou Game: Let's Travel In Japan

Developer Takara
Publisher Takara
Release date (jp) December 20, 1996
Genre Board game
Players 1-5 Players

DX Nippon Tokyyuu Ryokou Game is a classic board game where the player play a board table based on tourist travels and answer questions about famous places in Japan.

The game features eight different characters to chose from. During the game, different kind of events can happen depending on which square the players reach.

Playstation the Best
March 1998

DX Okuman Chouja Game: The Money Battle

Developer OeRSTED
Publisher Takara
Release date (jp) December 26, 1996
Genre Board game
Players 1-4 Players

DX Okuman Chouja Game is an isometric 2D board game with the theme of business and earning money. The player can buy buildings, streets, airports, hospitals, and other things to improve his finances, where each turn they provide earnings. The player can land on squares with card and other events that will affect the gameplay.

"kimsufi.com"

Playstation the Best
November 1997

DX Okuman Chouja Game II

Developer OeRSTED
Publisher Takara
Release date (jp) September 23, 1998
Genre Board game
Players 1-4 Players

DX Okuman Chouja Game 2 is the sequel to the DX Okuman Chouja Game, also known as The Money Battle. The game is a cute board game with an isometric view that features eight different boards and different kind of characters for the player to choose from. Much of the gameplay and features are the same as the prequel.

Takara Best
January 2000

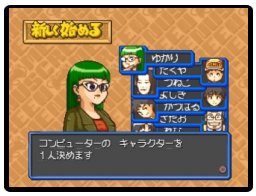
Takara Best
December 2000

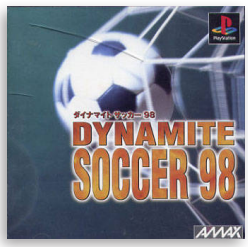
DX Shachou Game

Developer Takara
Publisher Takara
Release date (jp) August 7, 1999
Genre Board game
Players 1-4 Players

DX Shachou Game is a board game where up to 4 players compete to become president. The game features 12 different opponent to play against and the player can choose if he wants a male or a female candidate. There are two different maps to play in: The world map and the city map. The world map is divided into different parts of the world and the city map is divided into four different areas.

"kimsufi.com"





Simple 1500 Series
Vol. 67
August 2001

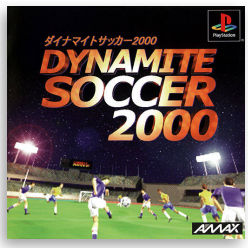
Dynamite Soccer 98

5.0

Developer A-Max
Publisher A-Max
Release date (jp) June 4, 1998
Genre Sports
Players 1-4 Players

Simple 1500 Series vol.067 - The Soccer - Dynamite Soccer 1500, also known as Dynamite Soccer 98, is a budget soccer game with several game modes: Exhibition, A-Max Cup, Tournament, All Start, Training, and Penalty Kick.

The game features three different kind of stadiums, two different camera angles and up to four human players can play at the same time using the multi-tap function.



Dynamite Soccer 2000

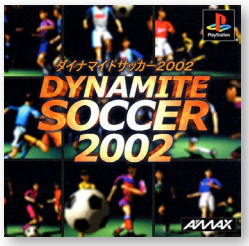
7.0

Developer A-Max
Publisher A-Max
Release date (jp) October 26, 2000
Genre Sports
Players 1-4 Players

Dynamite Soccer 2000 is the Sequel to the 98 version of the game. The game comes again with several options to choose from. With the team edit function, players can choose from 16 different teams, edit the team as they choose.

7.0

Dynamite Soccer 2002

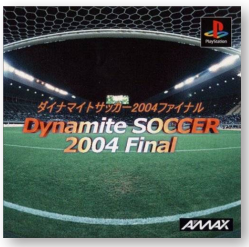


Developer	A-Max
Publisher	A-Max
Release date	(jp) May 16, 2002
Genre	Sports
Players	1-4 Players

Dynamite Soccer 2002 is the third game in the series for the Playstation. The game features: Different competitions: Friendly, Cup, League and World Cup. Different game modes: Training, Match and Penalty Kick match. The training modes includes: Corner kick training, free kick training and penalty kicks training.

7.0

Dynamite Soccer 2004 Final



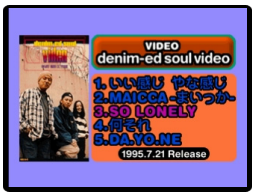
Developer	A-Max
Publisher	A-Max
Release date	(jp) April 15, 2004
Genre	Sports
Players	1-4 Players

Dynamite Soccer 2004 Final is the lastest game in the series for the PlayStation. The game features: Different camera angles. Different competitions: Friendly, Cup, League and World Cup. Different game modes: Training, Match and Penalty Kick match. The training modes includes: Corner kick training, free kick training and penalty kicks training.

Daisenryaku: Master's Combat

East End x Yuri/Eexy Life

5.4



Developer	SCEI
Publisher	SCEI
Release date	(jp) October 25, 1996
Genre	Interactive Comic, Music
Players	1 Player

East End X Yuri was a short lived collaboration between the Japanese hip hop group East End and the singer Yuri. East End members are Gaku the MC, ROCK-Tee and Yoggy. The PlayStation game is based on the group and allows the player to listen to their songs, watch videos and live footage, and the game features also a digital interactive comic.

"kimsufi.com"

Eberouge

8.5

Developer	Japan Media Programming
Publisher	Takara
Release date	(jp) May 30, 1997
Genre	Dating sim
Players	1 Player

Eberouge is a Dating Sim and a port of the computer game orinally created by Fujitsu. The story is set in a parallel world named EbeLand, similar to a medieval age in Europe. Magic is common and a common subject taught in colleges. In this world, the ecosystem is originated and supported by a central huge tree. However, due to the overdevelopment of industries and use of fossil fuel, global warming is rampant. The huge tree is dying, which endangers the game world.

Eberouge 2

8.5

Developer	Takara
Publisher	Takara
Release date	(jp) February 25, 1999
Genre	Dating sim
Players	1 Player

The sequel to Eberouge takes place three years after the first game. The game is divided into 2 different parts. The first part is on the childhood of the main character, taking place in the first two years in the magic institute. The second part is between the age of 14 and the age of 16 years for the main character. The objetive of the game is not to graduate, instead, the main character have to improve his magic abilities to save the world of the total destruction.

8.0

Eberouge Special: Koi to Mahou no Gakuen Seikatsu

Developer Takara
Publisher Takara
Release date (jp) June 11, 1998
Genre Dating sim
Players 1 Player

Eberouge Special - Koi to Mahou no Gakuen Seikatsu is the second game in the series. The game begins when the player character arrives at the magic school when he's 15 years old.

During the game, the student will meet different teachers and girl classmates he can date. The game features different endings depending of the player choices and stats during the game.

8.0

Ebisu Yoshikazu no Ooana Keiti

Developer Seta Corporation
Publisher Seta Corporation
Release date (jp) October 30, 1996
Genre Racing
Players 1 Player

Ebisu Yoshikazu no Ooana Keiti is a boat racing game based on the Kyotei, literally "boat racing", a hydroplane racing event primary held in Japan. Also featured are Yoshikazu Ebisu, a Japanese actor, cartoonist, and television personality.

The game comes with a complete database of all 1996 Kyotei pilots and circuits around Japan.

"kimsufi.com"

8.2

Echo Night 2: Nemuri no Shihaisha

Developer From Liquid Mirror Software
Publisher From Software
Release date (jp) August 5, 1999
Genre Adventure
Players 1 Player

Echo Night#2 is a sequel to the first Echo Night game and plays exactly the same as its predecessor; players search the grounds for items by setting ghosts free, solve puzzles and fight ghosts as they get deeper in the mystery.

The player character are Richard Osmond, whose girlfriend, Christina, went missing. He are sent to the Clancy Residence in different space and time to uncover the truth behind Christina's disappearance.

PSOne Books
November 2001

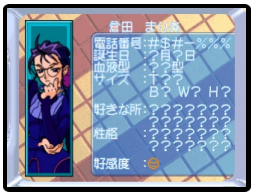
Ecsaform

7.0

Developer	Emotion
Publisher	Bandai Visual
Release date	(jp) January 28, 1999
Genre	Tactical role-playing game
Players	1 Player

Ecsaform is set in a fantasy Sci-Fi world. In the game, the old civilization of mankind using nanotechnology had altered the ecosystem. The current civilization try to analyze the nanotechnology using a nano-machine fusion, and convert human beings into a more advanced species.

The second CD features artwork, movies, sounds and a database.

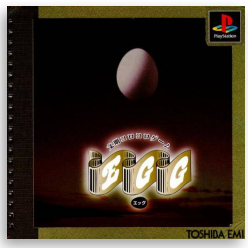


Efficus: Kono Omoi o Kimi ni...

Developer	Genki
Publisher	Genki
Release date	(jp) October 1, 1998
Genre	Adventure, Dating sim
Players	1 Player

Efficus - Kono Omoi o Kimi ni... is a dating sim based on a school social standing. During the game, the player can walk around the town (when he is not at school) and visit restaurants, shops, cinemas, a theme park, aquarium, etc. Players can use them to go on dates with the girls. For the town, the game uses a third person perspective, and for the conversations, a first person.

"kimsufi.com"



Major Wave Series
June 2000

Egg

Developer	Toshiba EMI
Publisher	Toshiba EMI
Release date	(jp) February 19, 1998
Genre	Puzzle, Strategy
Players	1-4 Players

Egg is an strategy puzzle game where the player have to maneuver an egg through mazes and obstacles, with the end game being full development from embryonic type of lifeform to offspring.

The game has two game modes: Mission, where the player can choose between four different kinds of eggs. And Vs Mode, whit play against up to three human controlled players in eight different worlds.

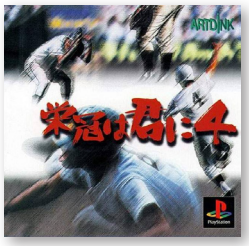
Eikan wa Kimini 4

5.0

Developer ArtDink
Publisher ArtDink
Release date (jp) August 5, 1999
Genre Manager, Sports
Players 1-2 Players

Eikan wa Kimini 4 is a simulation game where the player is the new coach and manager of a Japanese baseball team. Players can choose the team they wants to coach, the team uniforms, the tactics, the different training for each week, and during the games they can decide the kind of throws and tactics.

The game features also a Vs mode where players can load their teams from a memory card and play a match.



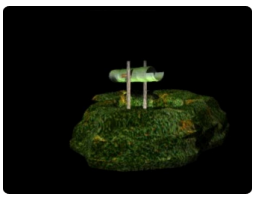
ArtDink Best Choice
June 2000

Eisei Meijin

7.0

Developer KCET
Publisher Konami
Release date (jp) August 9, 1995
Genre Board game
Players 1-2 Players

Eisei Meijin is based on the traditional board game shogi, also known as Japanese chess. The game features japanese voice acting, different difficulty levels and a Vs. mode.



Eisei Meijin II

Developer KCET
Publisher Konami
Release date (jp) December 20, 1996
Genre Board game
Players 1-2 Players

Eisei Meijin II is the sequel and again based on the board game shogi. Not much is different from the last game. The game features again Japanese voice acting, different difficulty levels and a Vs. mode.

Eisei Meijin III: Game Creator Yoshimura Nobuhiro no Zunou

Developer	KCET
Publisher	Konami
Release date	(jp) March 18, 1999
Genre	Board game
Players	1-2 Players

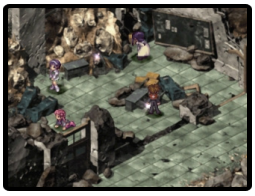
Eisei Meijin III was the last in the series based on the board game shogi. Again, the game features Japanese voice acting, different difficulty levels and a Vs. mode.

Deluxe Pack
February 2001

Eithéa

8.3

Developer	TamTam
Publisher	Atlus
Release date	(jp) February 22, 2001
Genre	Role-playing game
Players	1 Player



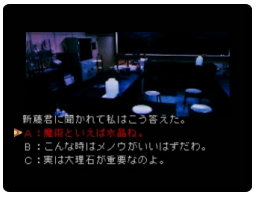
The story of Eithèa begins as the hero, Shou Nimi, and his friends say goodbye to a classmate who's about to change schools. Suddenly, the world turns upside down and the five students and their teacher find that they're now stuck in another world, Eithéa.

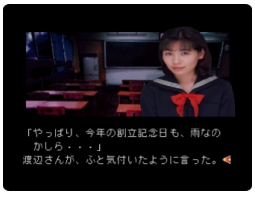
The Limited edition includes: World Reference, a Clock, a Telephone Card and a pendant.

Eko Eko Azaraku: Wizard of Darkness

8.0

Developer	Polygram
Publisher	Polygram
Release date	(jp) December 22, 1995
Genre	Adventure
Players	1 Player





Eko Eko Azaraku Wizard of Darkness is based on the 1995 film, that in turn is based on a Japanese manga by Shinichi Koga. The plot has Misa Kuroi, a high-school girl who arrives at her new school when it is falling under an evil supernatural force. Trying to figure out who's behind the supernatural attack, Misa also has to deal with assumptions by her fellow classmates that believe she is the one behind it all.

6.0

Eko no Kids: Taga tame hi kane ha naru

Developer	TLG
Publisher	TLG
Release date	(jp) April 18, 1997
Genre	Board game
Players	1-4 Players

Eko no Kids - Taga tame hi kane ha naru is a 2D board game that features five characters to choose from and three different stages to play on. The game is set in a fantasy world where the player can compete againts up to 3 different characters. The game features different events that will make the players money increase or decrease and there are also shops to buy items to help them win the match.

Elan

Developer	Visco
Publisher	Visco
Release date	(jp) April 1, 1999
Genre	Adventure
Players	1 Players

The game is set 150 years after a nuclear war on Earth. A colony of humans escaped from Earth to space where they were forced to live since. After the discovery of a new planet, they choose a team to evaluate nine candidates, where two of them will travel to the Élan planet and see if it can be colonizated.

Elan Plus

Developer	Visco
Publisher	Visco
Release date	(jp) May 11, 2000
Genre	Adventure
Players	1 Player

Elan plus is an enhanced version of Elan, with more interaction between the characters.

The player character have three different kind of feelings (happy, angry and normal or sad). The combination of the emotional feelings and the answers in his communications with the other candidates will make them better or worse possible partners and the conversations will also change the character feelings.

Eldergate

7.0

Developer	KCET
Publisher	Konami
Release date	(jp) June 22, 2000
Genre	Role-playing game
Players	1 Player

Eldergate features the Global Build System, which randomly generates its own world every time the player enters the world of Eldora. There is an unlimited number of combinations of dungeons, field maps, scenarios, and dialogue in the Global Build System, which could potentially cultivate a decent amount of replay value. The game's artist/designer is Jyunko Taguchi, who previously worked as an artist on medieval fantasy trading cards in Japan.

Elf wo Karu Monotachi: Hanafuda Hen

7.0

Developer	Altron
Publisher	Altron
Release date	(jp) August 28, 1997
Genre	Board game
Players	1 Player

Elf wo karu Monotachi Hanafuda Hen is a mahjong hanafuda game based on the anime series. The game features two game mode: a Vs. mode and a story mode.

Elf wo Karu Monotachi: Kanzenhan

5.0

Developer	Altron
Publisher	Altron
Release date	(jp) August 7, 1997
Genre	Adventure
Players	1 Player

Elf wo karu Monotachi Kanzenhan is an adventure game based on the anime series, packed with animated movie clips and minigames. It is the second game based on the anime released for the PlaytStation.

The third CD is the Robo Pit 2 preview disc, and features playable demos of the story and Vs. modes of the game.

Elf wo Karu Monotachi II

6.0

Developer	Altron
Publisher	Altron
Release date	(jp) August 13, 1998
Genre	Adventure role-playing game
Players	1 Player

Elf wo karu Monotachi 2 is the sequel, also based on the anime series. The game is again packed with animated movie clips and mini-games. The most noteworthy difference, are parts of the game where the player will have to win battles in a slot machine like gameplay.

The third CD features characters voices and artwork.

Elfin Paradise

5.0

Developer	Fill in Cafe
Publisher	ASK Kodansha
Release date	(jp) April 25, 1997
Genre	Adventure, Dating sim
Players	1 Player

Elfin Paradise is an adventure dating simulation game where the player controls a young art student that one day meets five fairies. The fairies want to help him with his art jobs inspiring him, but also know more about the human world. And it is up to the art student to help them in that. The game features japanese voice acting for the game characters and different endings depending of the player choices during the game.

"kimsufi.com"

EMIT Value Pack

7.0

Developer	KOEI
Publisher	KOEI
Release date	(jp) September 29, 1995
Genre	Adventure, Edutainment
Players	1 Player

Originally available for the Super Famicom along with an audio CD, EMIT is what's best described as an English tutorial software. The game is actually an interactive movie since the player can only watch how the story advances through the different game scenes. At the end of each scene the player can do different exercises or continue watching the story.

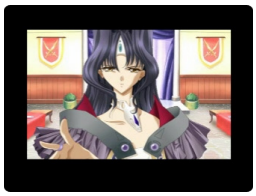
SuperLite 1500 Series
April 2002

Emmyrea

Developer KID
Publisher KID
Release date (jp) May 24, 2001
Genre Adventure role-playing game
Players 1 Player

The story of Emmyrea is set in a small country where a incident happens. The King's only daughter, Princess Emmyrea, are lost. The people suspect the north country witch, Karakuramu. The player take the role of a knight who will try to rescue the princess.

The gameplay is a first person perspective where the player have to take decissions that will lead the story to different places.

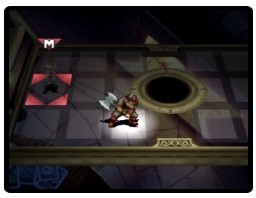


ASCII
Casual Collection
October 2000

End Sector

Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) September 23, 1998
Genre Card battle, Sound novel
Players 1-2 Players

End Sector is a mix between a sound novel and a card battle game. The adventure part is like a sound novel where the player can only choose between different choices, and depending on the choice, the game will go in one way or another. During the adventure, the player will have encounters that plays like card battles, where the player choose cards to attack the opponent. After the battle, the player will receive new cards that he can use in the next battle or combine them to make more powerful ones.



Endless Season: Anokodokonoko

X.X

Developer Success
Publisher Success
Release date (jp) July 22, 1999
Genre Board game, Dating sim
Players 1-4 Players

Anokodokonoko is a dating simulation board game, featuring two main game mode: Story mode, a one player game. The player has the purpose of meeting a girl, and make her fall in love with him, the game in this mode features different events. And Party mode that feature up to four players. This mode is more focused in the board gameplay, but without squares and dices.

7.0

Enen Angel

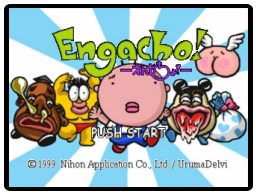
Developer	Media Factory
Publisher	Media Factory
Release date	(jp) February 22, 2001
Genre	Puzzle
Players	1 Player

Enen Angel is an action puzzle game where the player controls an alien that have to survive a chase around four rings. The main goal is to colour each part of the rings to win each level.

The game features a toy garden in which the player can watch all the items that he unlock in the mission mode. The mission mode is like a story mode. And the stage select mode let the player practice and play in any stage of the game.

PSOne Books
February 2002

7.7

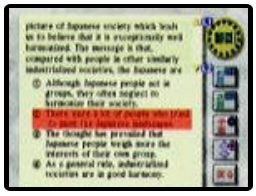


Engacho!

Developer	Nihon Application
Publisher	Nihon Application
Release date	(jp) November 18, 1999
Genre	Puzzle
Players	1-2 Players

Engacho is based on a popular Japanese children game. The player character is a little boy named Sunzuki, who wants to prove to his angry father that he is not a coward and can stand up against the terrible monsters of the Oops Five group.

The gameplay is turn-based, and the goal is to outsmart the monsters, and get to the exit of the stage without colliding with them, and make it there within a set limit of steps.



Eigo no Tetsujin: Center Shiken Trial

Developer	unknown
Publisher	SCEI
Release date	(jp) September 13, 1996
Genre	Edutainment
Players	1 Player

The little information i could found out about this game is that it`s a edutainment software where the object are learning English. Something me maybe should hav use...

Enigma

7.3

Developer KOEI
Publisher KOEI
Release date (jp) April 2, 1998
Genre Action-adventure
Players 1 Player

Enigma is an action adventure game where the player may choose between three different characters: Akira, Catherine and Thomas. The story will change depending on the character that the player choose. To advance the game, the player have to face different kind of enemies and solve different kind of puzzles.

EOS: Edge of Skyhigh

7.0

Developer Micronet
Publisher Micronet
Release date (jp) July 3, 1997
Genre Shooter
Players 1 Player

EOS - Edge of Skyhigh is a classic 3D shooter in the style of classic arcade games like Space Harrier or After Burner. The player are a pilot of the last Earth defence force against an army of aliens that are trying to invade the planet. To defeat them, he has to use his mecha that can transform into a plane or a robot.

"kimsufi.com"

Eternal Melody

8.0

Developer Starlight Marry
Publisher Media Works
Release date (jp) November 22, 1996
Genre Board game, Dating sim
Players 1 Player

The main gameplay of Eternal Melody is to train four different characters. During the game, the player character can also date girls and maybe at the end of the game, one of them will fall in love with him. The battle part takes place when they arrive at a dungeon. The gameplay changes to a board game. The game features different endings depending of the girls stats and the player choices during the game.

"kimsufi.com"

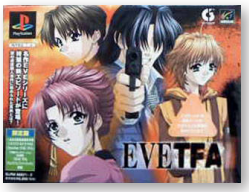
EVE The Fatal Attraction

6.0

Developer C's Ware
Publisher Game Village
Release date (jp) September 27, 2001
Genre Adventure
Players 1 Player

"Eve: The Fatal Attraction" is a chapter in the EVE series, and is based on the hentai PC game Adam: The Double Factor. The sex scenes were removed, and the scenario expanded in this game up to the point of being a sequel to "Adam".

The player control the two main heroes of the game, the young careless detective Kojiroh and the sexy red-haired super-spy Marina. The events of the game are connected to their previous investigation (in Eve Burst Error).



Limited Edition
September 2001

EVE: The Lost One

6.0

Developer C's Ware, Tose Software
Publisher Imadio
Release date (jp) December 23, 1998
Genre Adventure
Players 1 Player

EVE: The Lost One is a sequel to Eve burst error. The events of the game take place three years after those of the first game. The player is able to control two characters - the female detective Kyoko and the mysterious Snake, as they try to solve a complex mystery full of betrayals and political intrigues. In order to complete the game successfully, the player will have to to experience it from the perspectives of both heroes, helping each other to gather clues and to unlock events.

GameBridge
The Best Vol. 3
march 2003

Eve Zero: Ark of the Matter

6.0

Developer C's Ware
Publisher NetVillage
Release date (jp) March 30, 2000
Genre Adventure
Players 1 Player

Eve Zero is a prequel to Eve Burst Error. Once again, the player controls the two main heroes of the series: the witty and womanizing private investigator Kojiroh Amagi, and the beautiful red-haired secret agent Marina. The events of the game take place shortly before those of Eve Burst Error. The player needs to switch between the two protagonists frequently in order to advance in the game.

"mobygames.com"

GameVillage the Best
December 2001

Evergreen Avenue

9.5

Developer Vridge
Publisher Mediaworks, Datam Polystar
Release date (jp) September 13, 2001
Genre Adventure
Players 1 Player

Evergreen Avenue is a simulation game. Choosing either a male (Catan) or female (Ira) character, players must help each of the seven spirits learn the ways of human life by scheduling sessions with them each week and playing mini-games to determine their effectiveness. Events will pop up from time to time, where players have personal conversations with the various spirits or with their rival.

"mobygames.com"

Exalegiuse

Developer Kogado Studio
Publisher Imagineer
Release date (jp) February 5, 1997
Genre Strategy
Players 1 Player

Exalegiuse is an strategy game where the player takes the role of a commander of one of the space fleets that are in war. On each turn, players can decide where to move their space ships. Players can buy new ships for their army, and improve their weapons. The game is divided into different missions and the story advance when the player can complete each mission defeating all the enemies troops.

"kimsufi.com"

Exector

7.0

Developer Arc System Works
Publisher Arc System Works
Release date (jp) May 22, 1995
Genre Shooter
Players 1 Player

The space station Spin Drift is being pulled towards a mysterious planet by a strange ruin. Piloting the super-robot Exector, the player must save the ship. Players have ten real-time hours to complete this mission. This mostly entails shooting enemy robots with a number of different weapons, and finding key cards to open doors. Weapons players can use include missiles, lasers, flame throwers, and the "Xector Genocide Gun".

"mobygames.com"

5.0

Exodus Guilty

Developer Abel
Publisher Imadio
Release date (jp) November 26, 1998
Genre Adventure
Players 1 Player

Exodus Guilty is a visual novel featuring the so-called "Multi-time Zapping System", which allows the player to play as Ales, Kasumi, and Sui in their respective time periods, switching between them when necessary. Players have to gather various items and to coordinate their actions in the past so that the future will be changed. The gameplay relies largely on dialogues. Players can also navigate their characters from first-person perspective.

"mobygames.com"

Limited Edition
November 1998

6.3

Expert

Developer Nichibutsu
Publisher Nichibutsu
Release date (jp) May 31, 1996
Genre First-person shooter
Players 1 Player

Expert is a modern-day first-person shooter. Taking control of Expert team member Takuya Kudō, the player must clear each floor of terrorists, rescue hostages, and find the elevator to the next stage. Takuya can choose from multiple weapon loadouts for each stage, and can also find new weapons within the building. The game plays much like Wolfenstein, with simple enemy AI, locked doors, and pickups strewn about each stage.

"mobygames.com"

7.4

Extra Bright

Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) December 6, 1996
Genre Shooter
Players 1 Player

Extra Bright is a on-rail shooter where the player chooses between three different aircraft types, each of them with its own co-pilot: Sonia, Linda or Milly. The game features seven different stages and three different difficulty levels: Beginner, normal and hard. Between each level the story are told through anime cutscenes.

Extreme Power

Developer	Profire
Publisher	Central Systems
Release date	(jp) May 31, 1996
Genre	Shooter
Players	1 Player

Extreme Power is a 3D action game and a sort of predecessor to the Armored Core series. The player controls a mecha and have to fight other mechas in twellve different futuristic battle arenas.

6.0

F-1 Grand Prix 1996: Team Unei Simulation

Developer Coconuts Japan
Publisher Coconuts Japan
Release date (jp) January 17, 1997
Genre Manager
Players 1 Player

F1 grand Prix 1996 Team Unei Simulation puts the player in the role of a F1 team manager. The player can choose the sponsor, talk with his team mechanics to design his own car, hire the team drivers, test the F1 car before each race, and after that, compete in all the 1996 F1 grand prix and guide the team to the victory using the players own strategy.

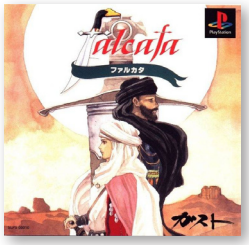
SuperLite 1500 Series
December 1999

7.2

Falcata

Developer Gust
Publisher Gust
Release date (jp) June 30, 1995
Genre Role-playing game, Strategy
Players 1-4 Players

Falcata was one of the first games released on PlayStation. The game is a mix between a strategy board game and a RPG game. The game draws a line connecting some different circles on a map, given a genuine and bizarre sense of atmosphere. The game is set in 1500 BC in a land with different cities and hostile tribes, that makes most of the people to travel to other lands. The goal of the game is to restore the land so the people can stop their endless wandering.



4.5

Family 1500 Series: Mahjong

Developer unknown
Publisher I'Max
Release date (jp) November 21, 2002
Genre Board game
Players 1 Player

The game is a Mahjong game. I could not find information about this game. Tried though.

Major Wave
January 2003

Family Bowling

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) August 6, 1998
Genre Sports
Players 1-4 Players

Family Bowling is a bowling game that features two courts at the beginning of the game, 12 characters, where only 4 are avaliable at the start of the game, and two game modes: Free or Tournament mode, that has four possible playable characters to choose from. And Challenge Mode, where the characters are the same as in free mode, but the gameplay is about different bowling challenges that the player has to try to clear.

Family Chess

Developer Imagic
Publisher Imagic
Release date (jp) March 20, 2002
Genre Board game
Players 1-2 Players

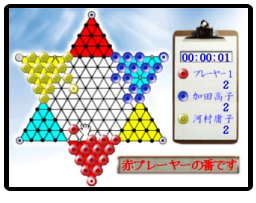
Family Chess is a simple 2D chess game. The game features a two players mode. The game features only one view and one computer opponent.

Family Diamond

Developer Imagic
Publisher Magnolia
Release date (jp) January 24, 2002
Genre Board game
Players 1-2 Players

Family Diamond is a very basic version of Chinese checkers. The goal, just like in the board game, is to move the marbles across the board to the opposite site and, if possible, use the opponents' marbles to get further each turn. This game has no extras or special effects, it's just good old fashioned board gaming.

Players can play alone, against another player or a computer opponent.



Family Gunjin Shogi

Developer	unknown
Publisher	Imagic
Release date	(jp) March 20, 2002
Genre	Board game
Players	1 Player

Family Gunjin Shogi is a “military chess” *(whatever that means)*. The player must choose the placement of the piece and try to outsmart the opponent.

7.6

Family Igo: Super Strong

Developer	unknown
Publisher	Imagic
Release date	(jp) January 24, 2002
Genre	Board game
Players	1-2 Players

I hate trying to find out about all these board games. It`s impossible. Boring. Couldn`t find anything. Stupid google translator...

Family Igo 2

Developer	unknown
Publisher	I’Max
Release date	(jp) November 21, 2002
Genre	Board game
Players	1-2 Players

Family Igo 2 is part of the best-selling products “Family Go”, with a new appearance. In addition, the game came at a budget price.

Family Shogi: Super Strong

Developer unknown
Publisher Imagic
Release date (jp) January 24, 2002
Genre Board game
Players 1-2 Players

Family Shogi: Super Strong is another chinese chess game.

Family Shogi 2

Developer unknown
Publisher I'Max
Release date (jp) November 21, 2002
Genre Board game
Players 1-2 Players

Family Shogi 2, also known as Family Mahjong 2, is a simple mahjong game.

Could not find much on this either. Stupid...

FamiRes E Youkosou!

Developer BEC
Publisher BEC
Release date (jp) November 5, 1998
Genre Strategy
Players 1 Player

FamiRes E Youkosou! revolves around building a family restuarant empire. The player can choose the place, the style, the staff, the decoration, the different kind of tables, and even choose the menus.

7.5

Fantastic Fortune

Developer Fujitsu
Publisher Cyberfront
Release date (jp) May 24, 2001
Genre Adventure, Dating sim
Players 1 Player

Fantastic Fortune is a dating simulation set in a medieval time, on the planet Warando. The player choose between three characters to play as: Diana, Sylphis Castries and Mei Fujiwara. The gameplay is to choose what the heroine is going to to each week.

The game got a PS2 sequel, Fantastic Fortune 2: Triple Star.

7.4

Fantastic Night Dreams: Cotton Original

Developer Success
Publisher Success
Release date (jp) April 28, 1999
Genre Shooter
Players 1 Player

Fantastic Night Dreams: Cotton is a 2D side-scrolling shooter where the player takes the role of the young witch Cotton, who sets out on her magical broom on a quest to get her favorite candy.

The game features an experience-earning system in which the more enemies the player kills the more they can upgrade his weapon by collecting power crystals.

SuperLite 1500 Series
March 2000

7.3

Fantastep

Developer Jaleco
Publisher Jaleco
Release date (jp) April 25, 1997
Genre Action-adventure
Players 1 Player

Fantastep has RPG elements, but are more like a adventure game. The actual playing areas are all in 3D connected by a 2D map. Players can move freely around areas, but have to use a GUI for commands in a similar fashion to Wonder Project J on the Super Famicom.

When players advance forward in the game and make a save, they can read the up on their adventures in the main menu.

SuperLite 1500 Series
April 2003

Farland Saga: Toki No Ichisirube

6.0

Developer TGL
Publisher TGL
Release date (jp) August 24, 1999
Genre Tactical role-playing game
Players 1 Player

Toki no Michishirube is a direct sequel to the first Farland Saga game. The game is an anime-style strategy RPG which consists mainly of large strategic battles, taking place on isometric battle fields. The player moves the characters over the battle field, attacking physically or casting spells. After a battle, characters gain experience points, which the player can freely distribute among the party members.

"mobygames.com"

SuperLite 1500 Series
April 2003

Farland Story: Yottsu No Fuuin

6.0

Developer TGL
Publisher TGL
Release date (jp) November 27, 1997
Genre Tactical role-playing game
Players 1 Player

Farland Story is the first in a row of successful Japanese strategy RPG games. The game consists entirely of battles. During battles, players move Arc and his party over a terrain, and attack when there are enemies in range. The party consists of different classes - knights attack with swords, archers specialize in long-ranged combat, priestesses heal, etc. Every attack leads to a counter-attack, from the enemy's side as well as from the players.

Favorite Dear

7.3

Developer NEC Interchannel
Publisher NEC Interchannel
Release date (jp) February 25, 1999
Genre Adventure, Role-playing game
Players 1 Player

Favorite dear is a mix between a classic turn based RPG and an adventure game. The player controls a young man that have to train himself and some young woman that will help him to gain strengh. During the adventure, he will have to solve different missions and battle against different kind of enemies. The characters story and his reactions will get a lot more complex the more that the player advance in the game.

7.6

Favorite Dear: Enkan no Monogatari

Developer NEC Interchannel
Publisher NEC Interchannel
Release date (jp) September 27, 2001
Genre Adventure, Role-playing game
Players 1 Player

Favorite Dear: Enkan no Monogatari is the third in the Favorite Dear series for PlayStation, and again is a mix between RPG and adventure. The player controls different characters during the game that have to solve different missions and battle against different kind of enemies. The adventure part is in first person perspective with 2D anime images and the battle part is in a third person isometric view.

Best Version
January 2004

7.0

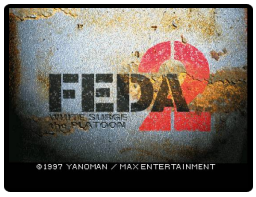
Favorite Dear: Junshiro no Yogenmono

Developer NEC Interchannel
Publisher NEC Interchannel
Release date (jp) December 7, 2000
Genre Adventure, Role-playing game
Players 1 Player

Favorite dear Junshiro is the second game in the Favorite Dear series and again is a mix between a RPG and adventure. The player controls different characters during the game that have to solve missions and battle against different kind of enemies. The adventure part is in first person perspective with 2D anime images and the battle part is in a third person isometric view.

7.6

FEDA 2: White Surge the Platoon



Developer Max Entertainment
Publisher Yanoman Games
Release date (jp) April 18, 1997
Genre Tactical role-playing game
Players 1 Player

Feda 2 is the sequel to the SNES game Feda the Emblem of Justice. The game is a strategy RPG similar to Shining Force and other titles with preset characters and linear gameplay. The player commands a party of varying size and characters with diverse skills. Feda 2 starts just after the first war. From Scuderia, the player must reach Arkadia and kill Clifford and Bart Balduke, who escapes after Bryan and Ayne beat him.

Cyclone Best
August 2001

SuperLite 1500
June 2002

Feng Shui Nyuumon: Fusui Nyumon

Developer unknown
Publisher Success
Release date (jp) January 25, 2001
Genre Other
Players 1 Player

Of what i understand, the game is a Chinese fortune-telling software, where the player may learn the ABCs of feng shui. The game is supervised by guru Liming Bao's Divination research.

PSOne Books
March 2002

Fever 3: Sankyo Koushiki Pachinko Simulation

Developer ICS
Publisher ICS
Release date (jp) November 2, 2000
Genre Casino
Players 1 Player

Fever 3: Sankyo Koushiki Pachinko Simulation is the third game in the pachinko gambling series released by ICS for the PlayStation.

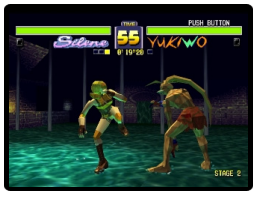
Pachinko is a game machine mostly used in Japan. The game Peggle (xbox live, Windows, etc.) are probably the most known pachinko game outside of Japan.

Fighter's Impact

6.2

Developer Taito
Publisher Taito
Release date (jp) April 25, 1997
Genre Fighting
Players 1-2 Players

Fighter`s Impact is based on the arcade game made by Taito. The gameplay of Fighter's Impact is a 3D fighting game where the player fight againts other combatants utilising a wide variety of selectable martial arts skills to alter their distinctive fighting styles. A distinct feature of the game are the lengthy combos that flow on and on. In the game, players can even create their own combos.

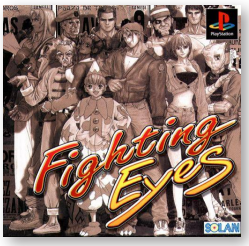


6.0

Fighting Eyes

Developer Bandit
Publisher Solan
Release date (jp) December 17, 1998
Genre Fighting
Players 1-2 Players

Fighting Eyes is a 3D fighting game that features 12 different characters and different game modes. In fight mode, the player enter a tournament and have to defeat all the oponents to complete the game. In Vs. mode, the player compete in a single fight againt another player or the computer. In practice, the player can select one of the character and practice his movements. The game features a curious feature: when the players or an oponent character fighters spirit reachs zero, he lose the fight.



5.5

Fighting Illusion K-1 GP 2000

Developer Xing Entertaiment
Publisher Xing Entertaiment
Release date (jp) October 5, 2000
Genre Sports
Players 1-2 Players

Fighting Illusion K1 GP 2000 is based on the K1, a multi-discipline martial arts fest popular in Japan. The game features these the modes: K1 Grand Prix, K1 Challenge, Training, K1 Dream, K1 Kings, Ringside, Monster Factory & K1 Hercules, K1 Bible and Andy's Memorial.

7.2

Fighting Network Rings

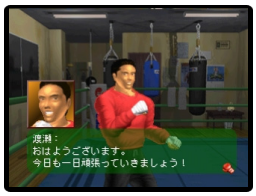
Developer Naxat Soft
Publisher Naxat Soft
Release date (jp) August 7, 1997
Genre Sports
Players 1-2 Players

Fighting Network Rings are based on RINGS, a Japanese professional wrestling promotion and later a mixed martial arts organization from 1991 to 2002. The object of this game is to work up the ladder to the championship by defeating all the opponents using submission, KO or TKO.

"kimsufi.com"

Final Round

6.5



Developer	Kuusou Kagaku
Publisher	Atlus
Release date	(jp) March 12, 1998
Genre	Manager
Players	1-8 Players

Final Round is a boxing simulation where the player take the role of a trainer for a young boxer that wants to become the world champion. The gameplay revolves around choosing training for the boxer to improve his stats. In the fights, the gameplay is choosing the proper action from the bottom left menu and selecting one of the four possible action in the bottom right menu.

Finger Flashing

3.6

Developer	Affect
Publisher	Affect
Release date	(jp) July 15, 1999
Genre	Puzzle
Players	1-2 Players

Finger Flashing is a puzzler which can best be described as a rock-paper-scissors action puzzle game. The game mechanics are similar that of a falling block puzzle, but here players walk along a straight stage and meet monsters instead of them coming to them. The character always walks forward. The enemies in the game are mainly made up of walking, mutated hands and in order to dispose of them, players need to shoot them with the right kind of finger gesture to make them disappear.

Spike Library #001
June 2000

Fire Prowrestling G

8.3

Developer	S-Neo
Publisher	Human Entertainment
Release date	(jp) June 24, 1999
Genre	Sports
Players	1-4 Players

Fire Pro Wrestling G is a 2D wrestling game that features over hundred wrestlers worldwide, such as Bill Goldberg from WCW and The Rock from WWF. Players can also create their own wrestlers, which can execute almost 1,000 moves.

Fire Pro Wrestling Iron Slam '96

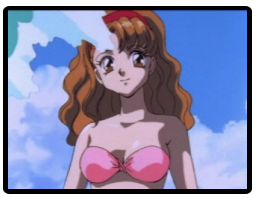
6.0

Developer	Human Entertainment
Publisher	Human Entertainment
Release date	(jp) March 15, 1996
Genre	Sports
Players	1-2 Players

Fire Pro Wrestling: Iron Slam '96 is the first and only game in the Fire Pro Wrestling series to be done in full 3D. The gameplay, however, retains the familiar timing-based grapple system found in all of the other Fire Pro games. Also, as with the other game in the series, the characters are based on real-life wrestlers that were popular at the time. Unlike its predecessors, it lacks the extensive Create-A-Wrestler mode for which the 2D titles are given accolade.

Fire Woman Matoigumi

7.5



Developer	HuneX
Publisher	Tokuma Shoten
Release date	(jp) March 26, 1998
Genre	Role-playing game, Dating sim
Players	1-2 Players

Fire Woman: Matoi-gumi is an RPG, though not in the traditional sense. There are no supernatural occurrences in the game. Character growth is determined by training, not by fighting enough battles to level up. Learning martial arts, playing basketball, participating in chemistry class - everything has an effect on the hero's parameters. There are no random battles in the game; the fights are story-related and usually occur when the hero attempts to rescue a girl.

First Kiss * Monogatari

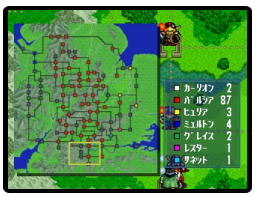
Developer	HuneX
Publisher	HuneX
Release date	(jp) November 26, 1998
Genre	Adventure, Dating sim
Players	1 Player

First Kiss Star Monogatari is a romance visual novel originally released for the PC-FX on April 24, 1998, and was the last game to ever be released for the system. The PlayStation version had additional content and used two CDs instead of one. It is followed by an OVA anime sequel and First Kiss Story II. The game, along with its sequel, were ported to the PS in First Kiss Stories.

The game also features giant foreheads.

First Queen IV: Varcia Senki

9.0



Developer Kure Software Koubou
Publisher Kure Software Koubou
Release date (jp) December 6, 1996
Genre Role-playing game, Strategy
Players 1-2 Players

The fourth entry in First Queen series utilizes the trademark "mixed-up characters" battle system, with dozens of characters on both sides fighting each other in real time. The game features a new point-and-click interface, with battle tactics accessible at any moment from the battle screen. Compared to the previous entries, First Queen IV emphasizes the war game aspect, with less focus on RPG-like exploration and more strategic challenge.

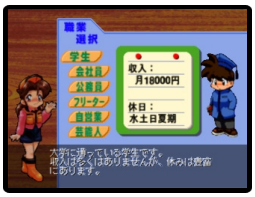
Fish On! Bass

Developer Pony Canyon
Publisher Pony Canyon
Release date (jp) September 22, 1999
Genre Sports
Players 1 Player

Fish On! Bass allow the players to fish different bass species in different fishing spots. The game also features different kind of rods and lures.

The game is compatible with the Hanging' Fishing Controller and Bass Landing Fishing Controller.

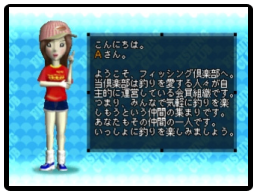
Fisher's Road



Developer BPS
Publisher BPS
Release date (jp) March 11, 1999
Genre Sports
Players 1 Player

Fisher's Road is a bass fishing game that features different game modes: Practice, Free mode, and Basser's life, that is a sort of a story mode, mixing simulation and fishing, where the player can pick fishing places, rest times and modify the stats of the fisherman, doing different things during each week. The game features information of the lakes, rods, lures, fishing techniques, etc.

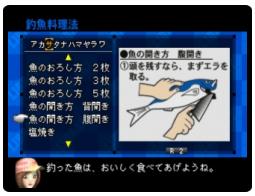
Fishing Club: Boat no Tsuriken



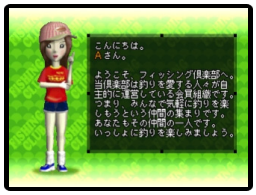
Developer	Success
Publisher	Success
Release date	(jp) August 24, 2000
Genre	Sports
Players	1 Player

Fishing Club - Boat no Tsuriken features a complete library with fish species and recipes; a tutorial and two game modes: Quick mode and Normal mode.

In this game the player can go fishing in a boat.



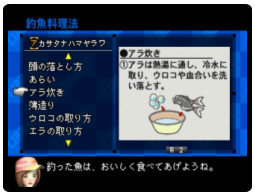
Fishing Club: Bouhatei no Tsuriken



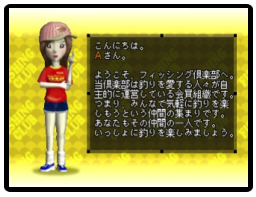
Developer	Success
Publisher	Success
Release date	(jp) August 24, 2000
Genre	Sports
Players	1 Player

Fishing Club - Bouhatei no Tsuriken features a complete library with fish species and recipes; a tutorial and two game modes: Quick mode and Normal mode.

In this game the player can go fishing in docks near the sea.



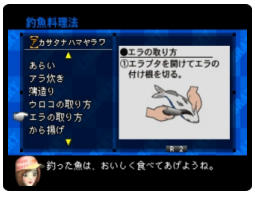
Fishing Club: Hama no Tsuriken



Developer	Success
Publisher	Success
Release date	(jp) August 24, 2000
Genre	Sports
Players	1 Player

Fishing Club - Bouhatei no Tsuriken features a complete library with fish species and recipes; a tutorial and two game modes: Quick mode and Normal mode.

In this game the player can go fishing on beaches.



Fishing Koshien II

5.0

Developer	A-Wave
Publisher	King Records
Release date	(jp) March 14, 1997
Genre	Sports
Players	1-2 Players

Fishing Koshien II features 2D graphics, and lot of different characters to choose from. The player compete in fishing tournament on different places in Japan.

FIST

2.3

Developer	Imageneer
Publisher	Imageneer
Release date	(jp) December 11, 1996
Genre	Fighting
Players	1-2 Players

FIST is a 3D polygon-based fighting game released as a sequel to the Pretty Fighter series, but had little success. The game features eight characters including five new characters original to the game. The game had low reviews due to the limited movesets for each character.

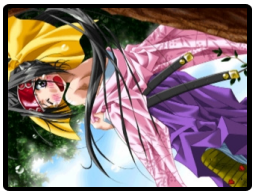
The game came with a free CD single featuring three music tracks.

SuperLite 1500 Series
February 2001

Flamberge no Seirei

Developer	KID
Publisher	KID
Release date	(jp) April 27, 2000
Genre	Adventure
Players	1 Player

In Flamberge no Seirei, the player takes the role of a Shepherd called Kane that goes inside a cave one day following a stray lamb. There he breaks a jar kicking it accidentally. The jar contains spirits that were sealed there by the Flamberge kingdom evil prince 100 years ago. He will have 3 years to find allies that will help him in his quest of becoming the champion of the land. The game features Japanese voices, different endings and an unlockable character image gallery.



Forget Me Not: Palette

7.0

Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) April 26, 2001
Genre	Adventure, Puzzle
Players	1 Player

Palette is a Japanese language freeware adventure game that was made with RPG Tsukuru 95 by Nishida Yoshitaka. The game was highly acclaimed in the Fourth ASCII Entertainment Software Contest, awarded a Grand Prix of 10,000,000 yen, which resulted in remaking the game for PlayStation by Enterbrain.

Formation Soccer ‘97: The Road to France

5.0

Developer	Human Entertaiment
Publisher	Human Entertaiment
Release date	(jp) June 27, 1997
Genre	Sports
Players	1-2 Players

Originally, Formation Soccer was a PC Engine native game released around the time of the 1990 FIFA World Cup. The series was then carried over to Super Nintendo, Nintendo 64, and ultimately to PlayStation. The game is the second game for PlayStation after Hyper Formation Soccer. It features the qualify rounds of national teams that wants to enter the World Cup ‘98.

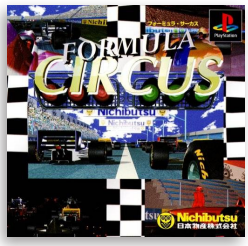
Formation Soccer ‘98: Ganbare Nippon in France

3.6

Developer	Human Entertaiment
Publisher	Human Entertaiment
Release date	(jp) June 4, 1998
Genre	Sports
Players	1-2 Players

After the releases of the SNES and N64, Formation Soccer ‘98 - Ganbare Nippon in France is the third game for the PlayStation. The game features the national teams that had entered the World Cup ‘98, and a new camera angle. The game features three difficulty levels, and 32 national teams.

Major Wave Series
September 2000



Formula Circus

7.0

Developer Nichibutsu
Publisher Nichibutsu
Release date (jp) May 2, 1997
Genre Racing
Players 1 Player

Formula Circus features different camera views, weather effects, teams and circuits. The player can choose the nationality of his driver and the team he wants to run for. Before each race, the player can also choose the type of tires he wants to use for the race.

The game come with two main game modes: Grand Prix and Free Run.

Formula Grand Prix 1997: Team Unei Simulation 2

Developer Tomcat System
Publisher Coconuts Japan
Release date (jp) December 25, 1997
Genre Manager
Players 1 Player

Formula Grand Prix 1997 - Team Unei Simulation 2 is the sequel to F1 grand Prix 1996 Team Unei Simulation, and the game puts the player again in the role of a F1 team manager. The player can choose the sponsor, talk with his team mechanics to design his own car, hire the team drivers, test the F1 car before each race, and compete in the 1996 F1 grand prix.

Fox Junction

7.0

Developer Trips
Publisher Trips
Release date (jp) April 29, 1998
Genre Action role-playing game
Players 1 Player

Fox Junction is a mecha action-adventure starring a red-haired boy who pilots a robot. The player has to explore the world in action sequences, uncover clues and battle enemies. The game is divided into different worlds and missions, and the gameplay is moving the character and destroy the enemies in each mission to reach a teleporter and advance to the next place.

7.0

Free Talk Studio: Mari no Kimamana Oshaberi

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) September 25, 1997
Genre Manager
Players 1 Player

In Free Talk Studio: Mari no Kimamana Oshaberi, the player takes the role of a young female Radio DJ that choose different people to interview. During each interview, the player have to choose between the questions to make the interview more interesting, making the audience happier or angrier.

Best of the Best
March 2000

5.8

From TV Animation - One Piece: Oceans Of Dreams

Developer FlipFlop
Publisher Bandai
Release date (jp) May 1, 2003
Genre Role-playing game
Players 1 Player

One Piece: Oceans of Dreams! is an action RPG based on the manga and anime series created by Eiichiro Oda. Players control the Straw Pirates' ship, sailing around the world, fighting with monsters and other ships while looking for treasure. Finding pictures of the characters, and some of their memories will return. Players can also land at ports, and voiced dialogue scenes progress the story.

6.1

From TV Animation - One Piece: Tobidase Kaizokudan!

Developer Bandai
Publisher Bandai
Release date (jp) August 2, 2001
Genre Role-playing game
Players 1 Player

From TV Animation - One Piece - Tobidase Kaizokudan! is a RPG game where the player take control of three young pirates in search of the treasure called "Inishie no Kakera", with the help of the other pirates who will aid the players team on their journey.

w/ PocketStation
August 2001

From TV Animation: One Piece Grand Battle 2

7.6

Developer Ganbarion
Publisher Bandai
Release date (jp) March 20, 2002
Genre Fighting
Players 1-2 Players

From TV Animation - One Piece Grand Battle! 2 is a Japan-exclusive fighting game, and the second game in the One Piece: Grand Battle! series. The game is also the seventh game to be based on the One Piece Manga and Anime. Similar to the first game, this game uses the song "We Are!" from the One Piece Anime.

Front Mission 1st

8.6

Developer Square
Publisher Square
Release date (jp) October 23, 2003
Genre Tactical role-playing game
Players 1 Player

Front Mission was originally released in 1995 for the Super Famicom. Front Mission is the first main entry and the first entry overall in the Front Mission series. Front Mission is part of a serialized storyline that follows the stories of various characters and their struggles involving mecha known as wanzers.

The PlayStation port is an enhanced remake of the game.

Ultimate Hits
October 2006

Front Mission 2

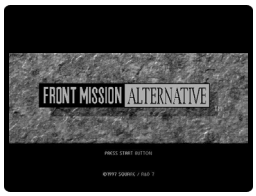
8.5

Developer Square
Publisher SCEI
Release date (jp) September 25, 1997
Genre Tactical role-playing game
Players 1 Player

Like other Front Mission titles, Front Mission 2 is part of a serialized storyline that follows the stories of various characters and their struggles involving mecha known as wanzers.

According to the series' public relations manager Koichiro Sakamoto, the game was never released outside of Japan due to the presence of situations and vocabulary which would be considered faux pas in North America.

7.2



Front Mission Alternative

Developer Square
Publisher Square
Release date (jp) December 18, 1997
Genre Tactical role-playing game
Players 1 Player

Front Mission Alternative is the second spin-off entry and the fourth entry overall in the Front Mission series. Unlike other Front Mission titles, Front Mission Alternative is the precursor to the serialized storyline and features a completely standalone story and cast of characters.

Front Mission Alternative sold over 160,000 copies in Japan.

Ultimate Hits
October 2006

3.5

Fun! Fun! Pingu

Developer SCEI
Publisher SCEI
Release date (jp) November 18, 1999
Genre Adventure, Mini-games
Players 1 Player

Fun! Fun! Pingu are based on the BAFTA award-winning British-Swiss stop-motion animated television series created by Otmar Gutmann.

The gameplay is about finding object, using those objects to advance in the game or open new mini games. As players go further in the game, new characters will be avaliable to talk with. The game allow to save to a memory card at anytime.

Limited Edition
November 1999

5.0

Funky Boxers

Developer Victor Entertainment
Publisher Victor Entertainment
Release date (jp) November 28, 2002
Genre Sports
Players 1-2 Players

Funky Boxers is part of the Victory Boxing series. The main characters are the same from previous games in the series. The game features 18 different characters, where 8 of them are playable from the beginning of the game. Game modes include Main Event, a sort of a career mode where the player train with a coach to learn new movements and then fights against different opponents to win the championship. And Exhibition, where players compete in a one on one fight.

Furimukeba Tonari Ni

Developer Princess Soft
Publisher Princess Soft
Release date (jp) April 26, 2001
Genre Adventure
Players 1 Player

Furimukeba Tonari Ni is a visual novel that tells the story of a little girl that lose her father and is alone in the world. One day she discover an old pot that contains a blonde fairy called Lapis Lazuli Ruri. The fairy decide to help the girl finding love.

The game features different endings depending on the player choices during the game and Japanese voice acting for all the characters.

"kimsufi.com"

Fushigi Deka

7.0

Developer Capcom
Publisher Capcom
Release date (jp) October 26, 2000
Genre Adventure
Players 1 Player

Fushigi Deka is a weird and funny cartoon adventure game where the player is a police detective that have to investigate a murder and try to catch the murderer. To so, players have to examinate all the locations in the fantasy island, talk to the different characters that are around the town and use different kind of objects to advance in the adventure and catch the murderer.

"kimsufi.com"

Koei Teiban Series
November 2002

Fushigi no kuni no Angelique

7.6

Developer Koei
Publisher Koei
Release date (jp) February 28, 1997
Genre Board game, Dating sim
Players 1 Player

Fushigi no Kuni no Angelique is a variation on the Angelique story. The game features the same world and graphics as Angelique Special, with a slightly different story, similar to Alice in Wonderland.

Unlike other Angelique games, Fushigi no Kuni no Angelique plays like a board game, with the kingdom divided into fields on which Angelique moves.

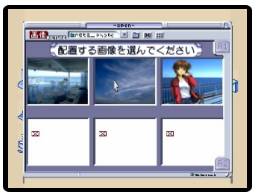
7.0

Fuuraiki

Developer FOG
Publisher FOG
Release date (jp) January 18, 2001
Genre Adventure
Players 1 Player

In Furaiki, the player controls a photographer that has an asignement of taking the ferry to Hokkaido region, there start a journey where he will take photographs of places, and meet different kind of people. The game features a photograph viewer in which the player can view all the photos that he took during the game.

• This game got a PS2 sequel, Fuuraiki 2.



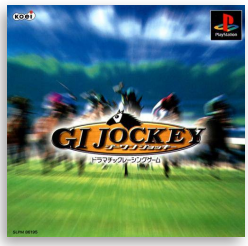
Fuuun Gokuu Ninden

Developer Aicom
Publisher Aicom
Release date (jp) August 30, 1996
Genre Platformer
Players 1 Player

Based on the Monkey King legend, Fuuun Gokuu Ninden is a classic 2D platformer in the style of games like Donkey Kong Country. The player can choose between three different characters: Sun Wukong, Zhu Bajie, and Sha Wùjìng.

The gameplay are the usual platform fare, where the player must reach the end of each level defeating all the enemies that comes in the way.

Furimukeba Tonari Ni



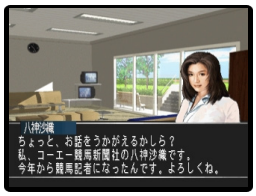
Limited Edition
March 1999

G1 Jockey

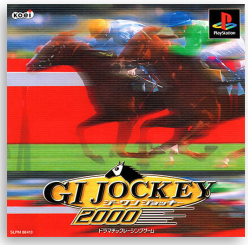
4.0

Developer Inis
Publisher Koei
Release date (jp) March 11, 1999
Genre Racing
Players 1 Player

G1 Jockey is the first game in the long series that still are in development on PlayStation 3 and Wii consoles. Players take the role of a rookie who aspires to become a Grade 1 Class ("G1") jockey. As the season progresses, they'll need to learn the subtle art of horse racing - when to make a move, when to hold back, and when to let loose in the home stretch.



Rarity: x



G1 Jockey 2000

Developer Inis
Publisher Koei
Release date (jp) February 3, 2000
Genre Racing
Players 1 Player

G1 Jockey 2000 is the second game in the series. In the G1 Jockey games the players take the role again of a rookie who aspires to become a Grade 1 Class jockey.

G1 Jockey 3 for PlayStation 2 was the first game in the series released outside of Japan.

Rarity: x

Limited Edition
December 1996

Gaball Screen

8.0

Developer Antinos Records
Publisher Antinos Records
Release date (jp) December 6, 1996
Genre Action-adventure
Players 1 Player

Gaball Screen is a strange action adventure game, which may be more of an interactive experience than a game. The game is hosted by Tetsuya Komuro, recognized as being the most successful producer in Japanese music history. Players can travel around different places using a flying shoe, and in each place they can interact with objects and people to gain all the CDs of that place. After that, a song will be unlocked and can be played at the home.

Rarity: x

8.0

Rarity: x

Gadget: Past as Future

Developer Synergy
Publisher Synergy
Release date (jp) November 27, 1997
Genre Adventure
Players 1 Player

Gadget puts the player in a strange surreal world were a comet appears to be heading for the earth. Most people dismiss this situation since apparently it won't collide with earth, however a group of scientists scramble to develop a way to stop this comet. Whether they want to destroy it, divert it, or whatever, is unknown, and the player are charged with the task to find out what really is going on.

7.3

Rarity: x

Gaia Master Kamigami no Boardgame

Developer Nexus Interact
Publisher Capcom
Release date (jp) March 13, 2000
Genre Board game
Players 1-4 Players

Gaia Master is an original fantasy board game for the PlayStation. The game revolves around a land in the sky that covers the sun, moon and all the stars.

The game was followed by versions on the Dreamcast and the GameBoy color.

7.1

Rarity: x

GaiaSeed: Project Seed Trap

Developer Techno Soleil
Publisher Techno Soleil
Release date (jp) December 13, 1996
Genre Shooter
Players 1 Player

Gaia Seed - Project Seed Trap features seven stages. The game also features Japanese and English language.

This game has three possible endings, depending on what the player do on the last stage.

Gakkou Deatta Kowai Hanashi S

8.0

Developer Pandora Box
Publisher Banpresto
Release date (jp) July 19, 1997
Genre Adventure
Players 1 Player

Gakkou Deatta Kowai Hanashi, translated as School Terror Story, is a Survival Horror visual novel. The game is a remake of the 1995 Super Famicom game, featuring enhanced graphics, sounds, and new FMV sequences. The game is a compilation of about 50 scary stories which is played in the setting of a school. The graphics bring up a feeling of fear by using on-the-spot photography. Since it uses multi-stories, players can enjoy those stories any number of times.

Rarity: x

Gakkou no Kowai Uwasa: Hanako Sangakita!!

8.0

Developer Capcom
Publisher Capcom
Release date (jp) August 11, 1995
Genre Adventure, Interactive movie
Players 1 Player

Gakkou no kowai uwasa - Hanako Sangakita!! is based on the short story “Ghost Toilet” from Toru Tsunemitsu’s urban myth collection “School Ghost Stories. The game is a first person adventure game the player have to explore a school to defeat the demon that is cursing it.

“kimsufi.com”

Rarity: x

Reprint
October 2001

Gakkou o Tsukurou!! Koushou Sensei Monogatari

Developer Groove Box Japan
Publisher Victor Interactive Software
Release date (jp) October 26, 2000
Genre Strategy
Players 1 Player

Gakkou o Tsukurou places the player as a principal of a school, making him in charge of management and renovating the school grounds.

The player can walk around the school and talk with all the professors and students to know what they think or need.

Rarity: x

Gakkou o Tsukurou: Let's make a school

Rarity: x

Developer	Refine Textile
Publisher	Victor Interactive Software
Release date	(jp) December 18, 1997
Genre	Strategy
Players	1 Player

The game is part of the Gakkou o Tsukurou series, where the player takes the role as a principal and a construction manager.

Reprint
January 2003

Gakkou o Tsukurou 2

Rarity: x

Developer	Victor Interactive Software
Publisher	Victor Interactive Software
Release date	(jp) December 10, 1998
Genre	Strategy
Players	1 Player

In this sequel, the game comes with new features, like select the uniforms, new class, a lot of new school boys and girls, and the player can even enter inside the classroom to select the professor and tell him to teach the boys and girls to improve their stats.

PSOne Books
March 2002

Gakuen Sentai Solblast

Rarity: x

Developer	Caravan Interactive
Publisher	Creative Heads
Release date	(jp) February 4, 1999
Genre	Adventure, Tactical role-playing game
Players	1 Player

Gakuen Sentai Solblast is a tactical RGP that features five young women that have to defeat an evil organization. The game is divided into two different parts. Each week, the player decides what the girls are going to do in their training to improve their stats. There is also an adventure part where players can only decide where they want to go and what they want to answer when they meet other characters.

ASCII
Casual Collection
October 2001

Gale Gunner

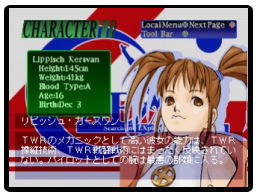
8.0

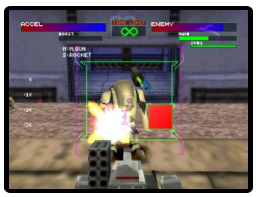
Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) February 24, 2000
Genre Shooter
Players 1-2 Players

Gale Gunner is a 3D action game where the player takes the role of Gale Accel, a space explorer. Gale have to exploring ruins in different planets while defeating enemies.

Before each mission the player can select his mecha, check the Xexar database (with company info, character profiles, etc), etc. After defeating an enemy, the player can use their mechas before the next mission.

"kimsufi.com"





Rarity: x

Galeoz

Developer Pre-Stage
Publisher Atlus
Release date (jp) December 20, 1996
Genre Shooter
Players 1 Player

Galeoz is a classic 3D shooter where the player takes the role as the humans last hope to defeat an alien invasion on Earth. The aliens have created bases around the world, and it is up to the player to destroy these bases. The levels takes place in jungles, woods, artic, or even in a nuclear plant.

"kimsufi.com"

Rarity: x

Gallop Racer

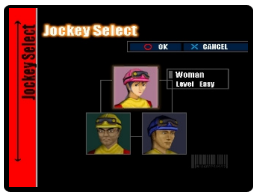
Developer Tecmo
Publisher Tecmo
Release date (jp) September 27, 1996
Genre Racing
Players 1 Player

Gallop Racer, not to be confused with the U.S. release of Gallop Racer, is a horse racing simulation game. The game is an open-ended game. Players buy horses to train, race, and breed. Most of the Gallop Racer franchise revolves around this theme.

The two classes are Dirt Horse and Turf (grass) horse. Each horse must be ridden according to its leg type and class or will begin to lose its stamina rapidly.

Rarity: x

7.0

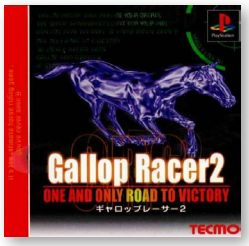


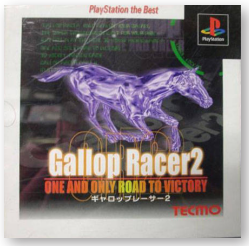
Rarity: x

Gallop Racer 2: One and only road to victory

Developer Tecmo
Publisher Tecmo
Release date (jp) November 20, 1997
Genre Racing
Players 1-2 Players

Gallop Racer 2 is the second game in the series and features new horses and tracks not present in the previous game. The game features 3 difficult levels: Woman (easy), Man (normal) and old man (hard).





PlayStation the Best
July 1998

x.x

Rarity: x

Gallop Racer 2000

Developer Tecmo
Publisher Tecmo
Release date (jp) February 17, 2000
Genre Racing
Players 1-2 Players

A stable of 1500 horse make up the mighty steed database in Gallop Racer 2000. The game also allow players to create their own “dream horse”. Other new feature include new horses being allowed to inherit the abilities of their parents.

The game was the last in the Gallop Racer series for the PlayStation.

“kimsufi.com”

PlayStation the Best
July 2001

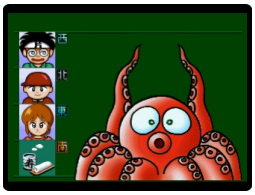
Rarity: x

Gambler Jiko Chuushinka: Ippatsu Shoubu!

Developer Game Arts
Publisher Game Arts
Release date (jp) June 22, 2000
Genre Board game
Players 1 Player

Gambler Jiko Chuushinka Ippatsushoubu! - Tokyo Mahjong Land is a mahjong game that features several different characters to choose from and different game modes: A Free mahjong mode and a quiz mode about mahjong.

“kimsufi.com”



SuperLite 1500 Series
September 1999

Game de Seishun

Developer KID
Publisher KID
Release date (jp) April 23, 1998
Genre Board game, Mini-games
Players 1-4 Players

Game de Seishun is a board game with some action mini games that puts the player on the role of a young boy that go through his life meeting different people. He will have different jobs possibilities, fall in love with different girls, get friends, get married, etc. During the game, the player's character will evolve and grow older.

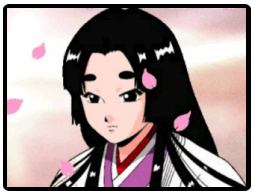
Rarity: x

Game de wa Jumeru TOEIC Test Mazuha Nyuumonhen 1500

Developer Graphic Research
Publisher Nagase Brothers
Release date (jp) June 5, 2003
Genre Edutainment
Players 1 Player

The game is based on the official TOEIC Test, also known as Test of English for International Communication. The game is apparently ideal for students who "English not good".

Rarity: x



Game Nihonshi: Kakumeiji Oda Nobunaga

7.0

Developer KOEI
Publisher KOEI
Release date (jp) April 11, 1997
Genre Edutainment
Players 1 Player

Game Nihonshi Kakumeiji Oda Nobunaga revovles around the story of Oda Nobunaga (1534 - 1582). Oda was the initiator of the unification of Japan under the shogunate in the late 16th century, which ruled Japan until the Meiji Restoration in 1868.

The game is a sort of an encyclopedia about Nobunaga's life and featured a database of the different personalities of the time.

Rarity: x

8.0

Rarity: x

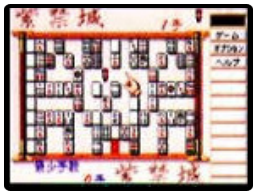
Game no Tatsujin

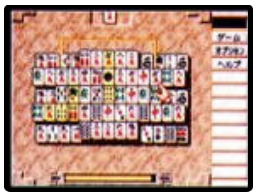
Developer Affect
Publisher SunSoft
Release date (jp) June 9, 1995
Genre Board game
Players 1-2 Players

Of what i understand, Game no Tatsujin is a collection of four different board games, where the object is to obtain the title of "Game Guru".

The game is a very early PlayStation title.

Value 1500
October 2001



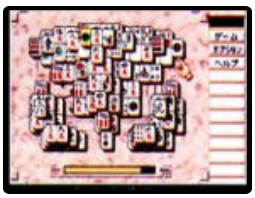


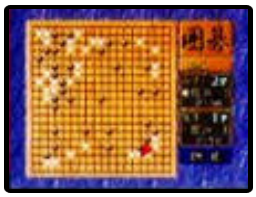
Rarity: x

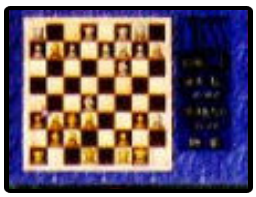
Game no Tatsujin: The Shanghai

Developer unknown
Publisher SunSoft
Release date (jp) October 13, 1995
Genre Board game
Players 1 Player

The game contains three board games. The game has a story mode that advances with new characters as the player progress.







Rarity: x

Game no Tatsujin 2

Developer unknown
Publisher SunSoft
Release date (jp) January 10, 1997
Genre Board game
Players 1.2 Players

Game no Tatsujin 2 features several different board games, including mahjong, chess, Go, backgammon, among others. The game feature different difficulties and a "free play mode" where the player can set the rules of the game. In "master race mode" *(what the fu€k!?! Google translate going mental?)* the player go against each of the most difficult opponents. If the player win in this mode, he will get the title of "Game of Guru".

SunKore Best
October 2001

Cyclones Best
September 2001

Gamera 2000

7.9

Rarity: x

Developer Surveyor Corporation
Publisher Virgin Interactive
Release date (jp) April 25, 1997
Genre Shooter
Players 1-2 Players

Gamera 2000 are based on the Kaiju, released to rival the success of Toho Studios' Godzilla during the "monster boom" of the 1960s. The game puts players in the shoes of Jack, the star pilot behind the jet fighter designed to take out alien monsters.

Gameplay-wise Gamera 2000 plays like Panzer Dragoon, as players don't have direct control of their jet, but instead try to aim at the incoming monsters from all directions and shoot them down while the jet follows a pre-set path.

Game Soft o Tsukurou: Let's be a Super Game Creator

Rarity: x

Developer Art Co.
Publisher Imageneer
Release date (jp) January 29, 1999
Genre Manager
Players 1 Player

Gamesoft wo Tsukurou - Let's Be a Super Game Creator puts players in the role of the president of a software games company. They have to choose the different members of the team to make the different parts of a game, and after completion, players can see how it will sell. The game also features another game mode in which the player controls a young boy or a young girl that have to go to the game creators school and improve their stats.

Konami the Best
July 2000

Ganbare Goemon: Kurunarakoi! Ayashi geikka no kuroikage!

6.1

Rarity: x

Developer KCE Nagoya
Publisher Konami
Release date (jp) December 23, 1998
Genre Adventure, Platformer
Players 1 Player

Goemon returns to the PlayStation in this 3D platformer that tries to shake things up in the Ganbare Goemon series of platform/adventure games. Once again players take the role of the heroic Goemon and his gang of buddies as he sets out to save feudal Japan from the machinations of the Ayashi clan who attempt to take out Goemon as their first step in order to control all of Edo.

7.4

Ganbare Goemon: Ooedo Daikaiten

Rarity: x

Developer KCEK
Publisher Konami
Release date (jp) March 29, 2001
Genre Adventure, Platformer
Players 1-2 Players

The Ganbare Goemon series returns to its 2D classic adventure/platformer roots with this entry, which brings back the classic gameplay of the series. As in the classic games of the series, the game alternates between a top-down over-world that serves as a stage select and side-scrolling stages proper in which players have to use each character's individual skills to complete specific objectives while defeating baddies and jumping through the obstacles thrown their way.

PSOne Books
December 2002

7.4

Ganbare Goemon: Uchuu Kaizoku Akogingu

Rarity: x

Developer Konami
Publisher Konami
Release date (jp) March 22, 1996
Genre Platformer, Role-playing game
Players 1 Player

Ganbare Goemon: Uchū Kaizoku Akogingu was the first 32-bit title in the Ganbare Goemon series. As in the other side-scrolling/adventure titles in the series, the game alternates between a top-down world map view in which players characters explore the game world and side-scrolling stages in which they have to use each character's individual skills to complete an objective to advance the game's plot.

PlayStation the Best
March 1997

Gangway Monsters

Rarity: x

Developer SCEI
Publisher SCEI
Release date (jp) October 15, 1998
Genre Fighting
Players 1-2 Players

• Gangway Monsters is a 3D fighting game with the gameplay style of the Beyblade serie. In combat, players move their monster againts the opponent and charge his attack bar, once it`s charged, they can attack the opponent. The game features different kind of monsters, different combat arenas and a 2 players vs mode.

"kimsufi.com"

Nichibutsu Select
June 2000

Ganso Family Mahjong

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) May 7, 1998
Genre Board game
Players 1 Player

Ganso Family Mahjong is a mahjong game is which players take the role of a gambler that arrives at a mahjong hotel where he will strive to become the mahjong champion.

The game features 3 different table views that can be changed during the game.

Rarity: x

Nichibutsu Select Vol.5
December 2000

Ganso Family Mahjong 2

8.0

Developer Nichibutsu
Publisher Nichibutsu
Release date (jp) June 3, 1999
Genre Board game
Players 1 Player

What i have gathered with the help of google translate, is that the story revolves arond the player character, a mahjong player who must travel from Osaka to Tokyo, and play against different mahjong players along the way. The game also features a mini-game that use the Mahjong tiles.

Rarity: x

GateKeepers

8.5

Developer Kadokawa Shoten
Publisher Kadokawa Shoten
Release date (jp) December 16, 1998
Genre Adventure, Tactical role-playing game
Players 1 Player

GateKeepers are based on the anime series produced by Gonzo, which in turn are based on the manga series by Hiroshi Yamaguchi and Keiji Gotoh. The story is set in 1969, a period of time in which Japan is experiencing intense economic and social development after the end of World War II in 1945. Unbeknownst to humans, alien/interdimensional beings have emerged with plans to take over the world by sending numerous agents to wreak havoc in cities, turning people into robotic minions.

Rarity: x

7.8

Rarity: x

Gear Fighter Dendoh

Developer Sunrise, Natsume
Publisher Bandai
Release date (jp) April 26, 2001
Genre Beat'em up
Players 1-2 Players

GEAR Senshi Dendoh is a beat-em-up/fighting game whose characters and plot are based on the anime show of the same name. The first segment of each level is a straight 2D beat-em-up that typically ends with Dendoh facing a mini-boss. After defeating it, Dendoh receives an energy refill, which is used in the second segment of the level. This segment is a 3D "versus mode" fighting game.

6.4

Rarity: x

GeGeGe no Kitarou: Gyakushuu! Youma Daikessen

Developer Konami
Publisher Konami
Release date (jp) December 11, 2003
Genre Platformer
Players 1 Player

Gegege no Kitaro are based on the comedy horror anime series. The game revolves around Kitaro. He receives different missions to destroy spirits that are disturbing different places.

PSOne Books
July 2004

6.0

Rarity: x

GeGeGe no Kitarou: Nonoi no Nikuto Katachi Tachi

Developer BEC
Publisher Bandai
Release date (jp) January 24, 1997
Genre Adventure
Players 1 Player

GeGeGe no Kitarou Nonoi no Nikuto Katachi Tachi is a first person perspective adventure game in which the player takes a role of a young girl. She start the adventure in her school when she is attacked by one of her professors that is transformed into a monster.

Gekiretsu Pachinkazu

5.0

Developer *unknown*
Publisher Planning Office Wada
Release date (jp) February 21, 1997
Genre Casino
Players 1 Player

Gekiretsu Pachinkazu is a pachinko game featuring four different boards. The game also features slot machines. The game also has a sort of “story mode”.

Rarity: x

Gekisou TomaRunner

7.5

Developer Desert Productions
Publisher SCEI
Release date (jp) July 22, 1999
Genre Racing
Players 1-2 Players

Gekisō Tomarunner is an on-foot racing game with various crazy characters where the aim is to navigate the various split path tracks to victory. The game puts heavy emphasis on using the terrain to gain the upper hand over the opponent, and on top of that, there are several bonus items to pick up which either aid the player or be used as weapons against the opponents. The characters all run at a set speed, but using the left and right arm as well as well timed jumps on poles will give the player a speed boost.

Rarity: x

PSOne Books
December 2001

Gekitotsu Toma L’Arc: L’Arc en Ciel vs Tomarunner

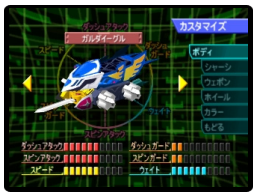
8.5

Developer SCEI
Publisher SCEI
Release date (jp) July 19, 2000
Genre Racing
Players 1-2 Players

Gekitotsu Toma L’Arc: Tomarunner vs L’Arc-en-Ciel is the sequel to Gekisō Tomarunner, but this time the focus is on the Japanese rock band L’Arc-en-Ciel. The game came to be for two main reasons; The lead singer of the band really loved the original game, and the game served as good promotion for the band who were really popular at the time and had a new album in the works.

Rarity: x

7.5



Rarity: x

Gekitou! Crush Gear Turbo

Developer Bandai
Publisher Bandai
Release date (jp) July 25, 2002
Genre Action
Players 1-2 Players

Gekitou! Crush Gear Turbo is an action game based on the anime series the game features two different game modes: Story Mode, where the player must help Kouya Marino to become the Crush Gear Champion. And a Vs. Mode, where the player compete against another player or the computer in 1 on 1 combats.

Rarity: x

Gekka Ni no Kishi: O Ryusen

Developer Banpresto
Publisher Banpresto
Release date (jp) September 13, 1996
Genre Board game
Players 1-2 Players

Gekka ni no Kishi is based on the manga revolving around the Japanese board game of “shogi”. The game features three different game modes: Story Mode, where the player advance through the story winning go matches. Free Mode, where the player choose the rules and play go matches. And Vs. Mode, a two players vs. mode.

Rarity: x

Genei Tougi: Shadow Struggle

Developer Racdym
Publisher Banpresto
Release date (jp) September 20, 1996
Genre Fighting
Players 1-2 Players

Shadow Struggle is a fast-paced 3D fighting game similar to its contemporary Toshinden. There are eight playable characters each with their own moves. During the fights, in addition to their health meter, each character has a “Shadow Skill Gauge” that fills up as blows are exchanged. When it fills up and starts flashing, characters can unleash their “Shadow Skill”, allowing them a short burst of increased attack speed and power.

Genghis Khan: Aoki Ookami to Shiroki Mejika IV

Koei Teiban Series
May 2003

Developer KOEI
Publisher KOEI
Release date (jp) February 25, 1999
Genre Strategy
Players 1-8 Players

Genghis Khan Aoki Ookami to Shiroki Mejika IV is the fourth game in the Genghis Khan series that began on the NES console, and the second for the PlayStation. The game series takes the player inside the virtual life of either Genghis Khan, or one of his archrivals. The player must arrange marriages, father children, appoint family members to governmental positions, and fight, in order to conquer the Old World.

7.2

Rarity: x

Genso Suiko Gaiden Vol.1: Harmonia no Kenshi

PSOne Books
June 2003

Developer KCET
Publisher Konami
Release date (jp) September 21, 2000
Genre Adventure
Players 1 Player

Genso Suiko Gaiden vol.1 is the first volume of the side-story to Konami's famous RPG series Suikoden. Unlike the "mainstream" Suikoden games, this is not a RPG, but a "digital novel". Players read text and watch background images, at some points making a decision and leading the story to different paths. The events of the game take place between the second and the upcoming third game, and fill the story gap between them.

7.1

Rarity: x

Genso Suiko Gaiden Vol.2: Crystal Vallet no Kettou

PSOne Books
June 2003

Developer KCET
Publisher Konami
Release date (jp) March 22, 2001
Genre Adventure
Players 1 Player

The player take once again control over Nash' actions in a fashion similar to the one implemented in Japanese "dating sims", or some hentai games: reading the text, looking at the background images, and sometimes interfering and choosing the path on which the story should proceed.

7.0

Rarity: x

8.0

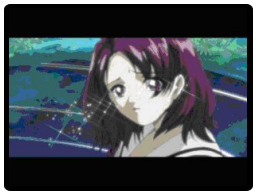
Gensomaden Saiyuki: Harukanaru Nishi He

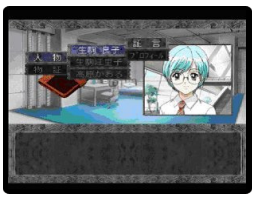
Developer	J-Wing
Publisher	J-Wing
Release date	(jp) December 26, 2002
Genre	Adventure, Puzzle
Players	1 Player

Gensomaden Saiyuki is based on six stories from the first half of the anime series. The game is an adventure game. In some levels, players have to solve puzzles to advance in the game, and in others he will control the character and have to defeat an opponent.

Rarity: x

Gensou no Altemis: Actress School Mystery Adventure





Developer	Astrovision
Publisher	Shoeisha
Release date	(jp) January 27, 2000
Genre	Adventure, Dating sim
Players	1 Player

Genou no Altemis is a detective adventure game that puts players in a role of Kyouichi Kusakabe, a college student who inherited a detective agency after the sudden death of his father.

The gameplay is a mix of visual novel dialogue interface and detective reasoning while questioning characters and looking for clues.

Rarity: x

Geometry Duel

Developer	Takara
Publisher	Takara
Release date	(jp) October 29, 1998
Genre	Tactical role-playing game
Players	1-2 Players

The gameplay of Geometry Duel is a mix between a first person perspective adventure game and a 3D isometric view Tactical role-playing game. In the battle mode, the player use different units to defeat the enemies.

Rarity: x

Germs

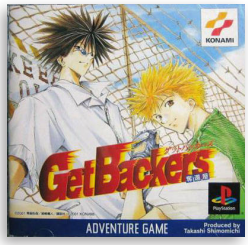
7.0

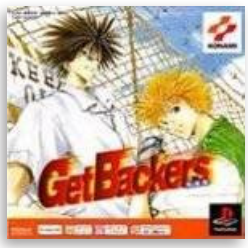
Developer KEJ
Publisher KEJ
Release date (jp) July 22, 1999
Genre First-person shooter, Adventure
Players 1 Player

Germs takes place in a futuristic city in which the player takes the role of a reporter for the Daily City-Net. The player is tasked to investigate some strange incidents that happened lately in the city. During the adventure he will have to gather information to advance in the story and face some different enemies that seems to suffer from a strange mutation.

"kimsufi.com"

Rarity: x





PSOne Books
December 2002

GetBackers Dakkanya

4.2

Developer KCE Japan
Publisher Konami
Release date (jp) July 26, 2001
Genre Adventure, Role-playing game
Players 1-2 Players

Get Backers Dakkanya are based on the anime series that tells the story of Ginji Amano and Ban Mido, a pair of superpowered individuals known as the GetBackers. The duo operates a freelance repossession service out of one of the seedier areas of Shinjuku, Tokyo. For a fee, they will recover any lost or stolen item for a client with "a 100% success rate".

The game is part adventure and part RPG.

Rarity: x

Digital Emotion
the Best
October 2000

Getter Robo the Big Battle!

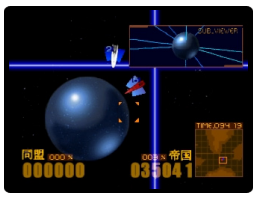
8.4

Developer Techno Soft
Publisher Bandai Visual
Release date (jp) September 9, 1999
Genre Tactical role-playing game
Players 1 Player

The storyline of Getter Robo the big Battle are based on the original Getter Robot anime, with some new additions, like the new pilots, Akira and Kei. The game is a turn based strategy game similar to the Super Robot Wars series. This game feature the various versions of Getter Robo from the manga, anime and OVAs produced until that point, as well as an original pink mecha piloted by a trio of ninja women.

Rarity: x

6.3



Rarity: x

Ginga Eiyuu Densetsu

Developer Microvision
Publisher Tokuma Shoten
Release date (jp) May 28, 1998
Genre Strategy
Players 1 Player

Ginga Eiyuu Densetsu, based on the anime adaptation of the science fiction novels by Yoshiki Tanaka, started originally on the NES. The PlayStation version is about building an army with different weapons, ships and soldier and destroy the other army. The player can choose the Galactic Empire or the Free Planets Alliance. The story advance between missions and the characters appear with Japanese voice acting.

8.7

Rarity: x

Ginga o Jousama Densetsu Yuna: Final Edition

Developer Will
Publisher Hudson Soft
Release date (jp) June 25, 1998
Genre Tactical role-playing game
Players 1-2 Players

Ginga o jousama densetsu Yuna Final Edition is part of the Galaxy Fraulein Yuna series. The game is a port of the Saturn game, Lightning Angel, with slightly enhanced graphics and some bonus content. The main character of the series is Kagurazaka Yuna, a somewhat ditzy 16-year old girl. After winning a “Galactic Bishojo Contest”, she becomes “The Savior of Light”, a magical girl charged with defending the universe from evil.

6.6

Rarity: x

Gionbana

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) December 15, 1995
Genre Cards
Players 1-2 Players

Gionbana, or Gion Hana, is a hanafuda game, previously released on SNES and arcade machines. The game features new graphics and two different modes. There are 12 different characters to play against and two main characters to choose from.

Hanafuda are playing cards of Japanese origin, used to play a number of games. The name literally translates as “flower cards”.

Gion Hana 2: Kanazawa Bunko-hen

6.0

Developer Nihon Bussan
Publisher Nihon Bussan
Release date (jp) February 4, 1999
Genre Cards
Players 1-2 Players

Gion Hana 2 - Kanazawa Bunko-hen, or Gionbana 2, is the sequel to Gion Hana. The game features different game modes, including a story mode where the player is in a old mansion and have to defeat different opponents in hanafuda games to open new parts of the mansion.

Rarity: x

Glay Station

Developer Exit
Publisher Oracion
Release date (jp) April 16, 1999
Genre Music *(?)*
Players 1 Player

Of what i have gathered, Glay Station is a discography and biography on the J-rock band GLEY. The game has a variety of recordings and data, such as multi-angle videos. I could not find a single screen-shot of the game, though...

Rarity: x

Glint Glitters

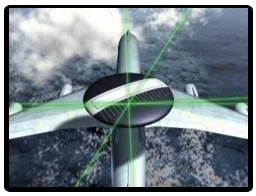
7.3

Developer Caramel Mama
Publisher Konami
Release date (jp) July 29, 1999
Genre Board game
Players 1-4 Players

Glint Glitters features a group of young kids that are experts in robotics. One day, when the main character is building a small robot, his rival in the classroom appear with a bigger robot and tell him that he's going to participate in the robot competition. So the main character decides to build a bigger version of his robot and take part in the competition too.

Rarity: x

8.0



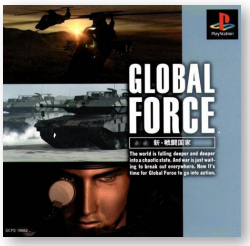
Rarity: x

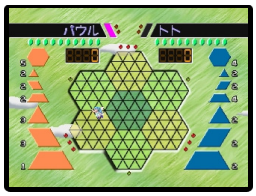
Global Force

Developer Marionette
Publisher SCEI
Release date (jp) March 11, 1999
Genre Tactical role-playing game, Strategy
Players 1-3 Players

Global Force is a tactical RPG where the player takes the role of members of the Global Force, a organization that defends the peace in the planet against different enemy armies.

Players has a limited number of units that they can use in each turn, and those unit have a limited range of movements. There are different vehicles like planes, tanks and others to use.





Rarity: x

Glocal Hexcite

Developer Gu, Soliton Soft
Publisher Locus
Release date (jp) December 22, 1999
Genre Puzzle
Players 1-2 Players

Glocal Hexcite is one of several conversions of the popular computer and board game. Players take turns placing shapes on a grid of triangles that make up seven hexagons. Any shapes placed on the board must touch the pieces already in play on at least one complete side. The game features a story mode with a cast of cute characters, as well as a two-player versus mode and an “Official Game” mode where the rules are slightly different from the normal game.

9.2

Rarity: x

Go II Professional Taikyoku Igo

Developer *Unknown*
Publisher Mycom
Release date (jp) December 27, 1996
Genre Board game
Players 1-2 Players

Go II Professional Taikyoku Igo is a board game with 12 sets of difficulties and a variety of other functions. Could not find much information about the game, no help from google translate...

Limited Edition
October 2000

Gochachiru

Developer Pandora Box Creative Office
Publisher Pandora Box Creative Office
Release date (jp) October 19, 2000
Genre Adventure, Mini-games
Players 1 Player

Gochachiru (Pandora Max Series vol.5) put the player in control of a little vampire girl that goes to a fantasy world in search of different instruments. The player will have to explore the town, mountains, and woods in searh of the instruments. In some places she will find other characters, and some of them will start a mini game.

Rarity: x

G-O-D Pure: Growth or Devolution

9.0

Developer Infinity
Publisher Imageneer
Release date (jp) February 26, 1998
Genre Role-playing game
Players 1 Player

G·O·D Pure is a remake of SNES game, G.O.D: Mezameyo to Yobu Koe ga Kikoe. The story and the gameplay system remain the same; the changes in the remake mostly involve presentation. The game's graphical style remains rather faithful to the original in house interiors; however, cities and most dungeon-like areas have been re-designed as pre-rendered images. A few pre-rendered movie sequences were also added during some of the key events of narrative.

Rarity: x

Godzilla Trading Battle

6.0

Developer Toho
Publisher Toho
Release date (jp) December 3, 1998
Genre Card battle
Players 1-2 Players

Godzilla Trading Battle features every Toho monster up to "Godzilla" (1998) (excluding King Kong, Mechani-Kong and Frankenstein) as well as six original monsters and some redesigns. This is also the only game that features Ebirah as a playable character. Game modes include: Story, Duel, Battle versus an oponent, and Deck mode.

Rarity: x

7.0

Rarity: x

Goemon: Shin Sedai Shuumei

Developer KCET
Publisher Konami
Release date (jp) December 20, 2001
Genre Platformer
Players 1 Player

Goemon - Shin Sedai Shuumei! is the fourth and last game in the Goemon series for the PlayStation. Players once again step in the shoes of the wily adventurer Goemon and his gang of buddies as they fight evil. However, for this entry the developers decided to shake things up a bit and gave Goemon and co. a complete makeover. The game takes place in a futuristic Japan, with the main character being a younger and less wacky Goemon.

PSOne Books
December 2002

Rarity: x

GoGo I-land

Developer KID
Publisher KID
Release date (jp) December 14, 2000
Genre Adventure
Players 1 Player

GoGo I-Land is a romantic adventure where the player takes the role of a manager of a company. One day he is called by the president of the company, telling him that he only got three weeks to find a new talented girl for their new production.

The game features different endings depending of the player choices during the game and Japanese voice acting for the characters.

8.0

Rarity: x

Goiken Muyou II

Developer Mediamuse
Publisher KSS
Release date (jp) October 29, 1998
Genre Fighting
Players 1-2 Players

Goiken Muyou 2 is a 3D fighting game that features ten characters and different game modes, including Story mode, Arcade, Vs., tag team, among other.

Programmed by ex-members of the Virtua Fighter team, the game has a yankee style biker gang feel to it, with characters varying from high school students to a yakuza type gangster via a wrestling-loving English teacher.

"kimsufi.com"

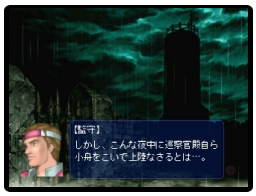
Best Price
July 2000

Go-Jin Senki

Developer Tonkin House
Publisher Tonkin House
Release date (jp) August 6, 1998
Genre Tactical role-playing game
Players 1-2 Players

Go-Jin Senki is a tactical RPG game set in a fantasy world where evil forces controls giant robots that they use to conquer all the lands. The game begins in the ruins of the main character town after being attacked by robots.

The gameplay is a classic tactical RPG where the player have units in each game mission and each unit has a limited range of movement for each turn.



Rarity: x

Gokuu Densetsu: Magic Beast Warriors

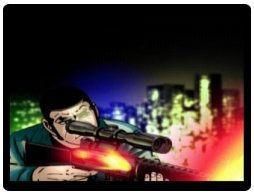
7.0

Developer Alyume System
Publisher Alyume System
Release date (jp) May 26, 1996
Genre Fighting
Players 1-2 Players

Gokuu Densetsu - Magic Beast Warriors feature a story mode where players start off playing as Son Goku with additional defeated characters available for selection on the quest to rescue the priestess. Gameplay is made more enjoyable down to the simple specials which are more suited to the PlayStation controller.

"kimsufi.com"

Rarity: x

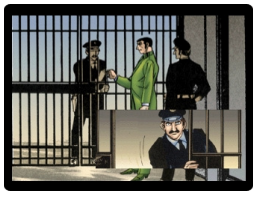


Golgo 13: Karairu no Yabou

Developer Daiki
Publisher Daiki
Release date (jp) November 26, 1998
Genre Interactive comic
Players 1 Player

Golgo 13 - Karairu no Yabou , or Golgo 13 - Carlyle no Yabou, is the first PlayStation game based on the manga series written and illustrated by Takao Saito. The series follows the titular character, a professional assassin for hire.

The game is an interactive movie in which the player can choose between English or Japanese voices and text. The game is divided in 14 chapters that can be played in any order.



Rarity: x

Golgo 13: Mienai Guntai

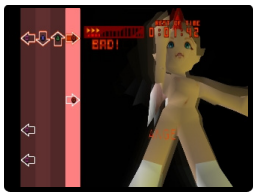
Rarity: x

Developer	Daiki
Publisher	Daiki
Release date	(jp) November 26, 1998
Genre	Interactive comic
Players	1 Player

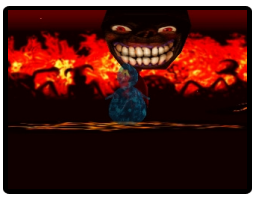
The game is divided in 12 chapters that can be played in any order. This is the second game and starts in the Sequoia National Park, California. After a Stealth fighter crashes, a group of mercenaries is killed when trying to recover a piece of the plane. Then the game goes to Los Angeles when Joe Montana hired Duke's to use his sniper abilities to kill whoever is after the Stealth fragment.

5.0

Goo! Goo! Soundy



Rarity: x



Developer	KCET
Publisher	Konami
Release date	(jp) September 22, 1999
Genre	Music
Players	1 Player

Goo! Goo! Soundy is something like a "do-it-yourself" Dance Dance Revolution game. Players supply the music via their own audio CDs and the game will generate Step charts. Players can then dance along with a dance mat or use a controller.

There appears to be a sort of "virtual pet" style twist added on too. Players can pick an avatar who can learn new dance moves and eventually transform into new forms.

"kimsufi.com"

Googootrops

Rarity: x

Developer	Produce!
Publisher	Enix
Release date	(jp) January 28, 1999
Genre	Action
Players	1 Player

Googootrops, or Gugutoropusu, is a simulation game where the player takes the role of a prehistorik man. The gameplay is to discover new items and use them to advance in the game. He begins without any items, but soon he will get an axe to cut trees or fight against dangerous plants or animals to advance in the discovery of the island. During his journey he will also be joined by other people of his tribe that will help him in his task.

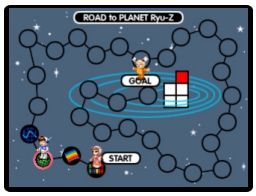
"kimsufi.com"

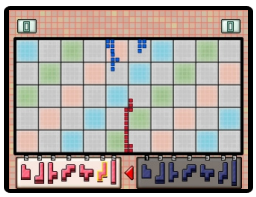
Goryujin: Electro

Developer ASK
Publisher ASK
Release date (jp) October 29, 1998
Genre Puzzle
Players 1-2 Players

Goryujin + Electro, or Goryuujin Electro, is a puzzle game featuring three game modes: Collectable Mode, that is a sort of a story mode where the player advance through the different levels of the game defeating different opponents. 1 Player vs Computer, and 1 Player vs 2 Player.

The goal of the game is to use all of the player pieces, or use the ones that the player needs to reach to other part of the board.





Rarity: x

Gotha II: Tenkuu no Kishi

9.5

Developer Micronet
Publisher Koei
Release date (jp) July 12, 1996
Genre Strategy
Players 1 Player

Gotha II - Tenkuu no Kishi is an strategic game and the second in the Gotha game series. The game takes place in a distant future in which the player takes command of an army. The gameplay is an overview map where players can move their units in each turn and try to destroy all the enemy units. The game also features multiple endings.

"kimsufi.com"

Rarity: x

Gotouchi Hello Kitty Sugoroku Monogatari

8.0

Developer Bandai
Publisher Bandai
Release date (jp) June 19, 2003
Genre Board game, Mini-games
Players 1-4 Players

Gotouchi Hello Kitty Sugoroku Monogatari stars Hello Kitty in a board game full of quiz challenges, mini-games and other interactions. Up to 4 players may engage by adopting various Kitty characters.

Rarity: x

7.4

Rarity: x

Gouketsuji Ichizoku 2: Chottodake Saikyou Densetsu

Developer A.I.
Publisher Atlus
Release date (jp) October 20, 1995
Genre Fighting
Players 1-2 Players

Gouketsuji Ichizoku 2, also known as Power Instinct 2, is a port of the arcade game of the same name with the addition of a tag-team feature. The game use an arranged version of the OST and included some new songs.

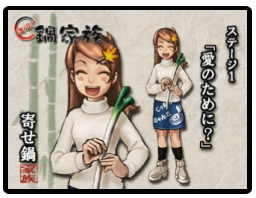
Atlus produced a sequel on the Saturn, called Groove On Fight.

Rarity: x

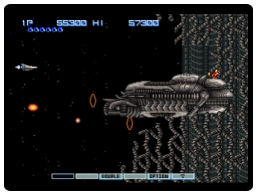
Gourmet Action Game: Manpuku!! Nabe Kazoku

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) January 31, 2001
Genre Puzzle
Players 1-2 Players

Gourmet Action Game - Manpuku!! Nabe Kazoku is a quick reaction game with a cooking theme. The gameplay has the player wait for the food to drop into the broiling bowl, then wait for "OK" to appear over it, then click on it to dish it into the character's mouth.



8.0



Rarity: x

Gradius Deluxe Pack

Developer Konami
Publisher Konami
Release date (jp) March 29, 1996
Genre Shooter
Players 1-2 Players

Gradius: Deluxe Pack is a port of both the arcade classics Gradius I and II. Each of these side-scrolling shooters has over a dozen levels each, all of which are completely unique.

While there have been many small modernising touches made to the games, there is still no ability to save. Players should be prepared to set aside a considerable amount of time to finish in one go.

PlayStation the Best
July 1998

Gradius Gaiden

8.2

Developer	KCET
Publisher	Konami
Release date	(jp) August 28, 1997
Genre	Shooter
Players	1-2 Players

Gradius Gaiden is yet another shooter in the Gradius series. The game uses 2D graphics with some polygonal elements and features 2-player co-op gameplay as well as the option to select from four starfighters to take into battle.

Players can power-up the Missile, Double, and Laser power-ups to become more powerful, select two new types of shield, and re-arrange what's in the bar.

Rarity: x

Granu-shima! Daibouken

8.0

Developer	Shuwa System
Publisher	Shuwa System
Release date	(jp) October 15, 1998
Genre	Racing
Players	1-4 Players

Granu-shima! Daibouken can be described as Mario Kart on foot as players charge through the obstacle laden courses with opponents, utilising sheet ice, fireballs, tornados, lightning, and earthquakes to hinder their progress.

The game support multi-tap for up to four players.

"kimsufi.com"

Rarity: x

Great Hits

Developer	Enix
Publisher	Enix
Release date	(jp) October 29, 1998
Genre	Music, Strategy
Players	1 Player

Great Hits is a music simulation where players pick a character and attempt to make them a star by creating a series of hit video clips. It's also a collection of bizarre songs and oddball character designs.

The menus and some of the interface is in English.

"kimsufi.com"

Rarity: x

Grille Logic

Rarity: x

Developer Shoeisha
Publisher Shoeisha
Release date (jp) January 26, 1996
Genre Puzzle
Players 1-2 Players

Grille Logic is a difficult puzzle game in which the gameplay is to use the white form to the right over the left one after selecting the forms in the left side. The player has to first check the figure in the right and see what is missing to put the proper colour arrows in the left one, when he's sure he can move the right figure over the left figure to check if he has solve the puzzle well or not. *What in the hell did i just read?*

Gritz: The Pyramid Adventure

Rarity: x

Developer Sanyo
Publisher Sanyo
Release date (jp) May 30, 1997
Genre Action
Players 1-4 Players

Gritz - The Pyramid Adventure, also known as Gritz: The Primordial Adventure, is a puzzle game similar to bomberman and chutes & ladders. The character try to avoid getting washed down a number of drains onscreen while getting the opponents to fall into the traps set for them.

Groove Adventure Rave: Mikan no Hiseki

Rarity: x

Developer Winkysoft
Publisher Konami
Release date (jp) August 29, 2002
Genre Role-playing game
Players 1-2 Players

Groove Adventure Rave - Mikan no Hiseki is based on the manga series Rave Master, known as Groove Adventure RAVE in Japan, written and illustrated by Hiro Mashima.

For the game, Mashima developed a competely original story featuring his characters.

Konami the Best
December 2002

Groove Adventure Rave: Plue no daibouken

6.0

Developer	Konami
Publisher	Konami
Release date	(jp) July 25, 2002
Genre	Platformer
Players	1 Player

In this game, players control Plue, a character from the Rave Master manga. The game is a side scrolling platformer where the goal in each stage is to locate the exit to the next area. Plue can defeat the enemies by jumping on them. And to aid him in his quest there are tons of various lollipops for him to eat, either for points, but also to give him various attributes to help him along.

Rarity: x

PSOne Books
August 2003

Groove Adventure Rave: Yukyu no Kizuna

6.8

Developer	Konami
Publisher	Konami
Release date	(jp) January 31, 2002
Genre	Action role-playing game
Players	1 Player

The game shares some similarities with Diablo or Shining Soul in that it is a hack'n'slash RPG seen from an isometric perspective. Haru can use normal attacks, but also charged attacks and has a small real-time inventory to aid him while in battle. Leveling up happens automatically when the experience meter is full, and doesn't interrupt gameplay with a statistics screen.

Rarity: x

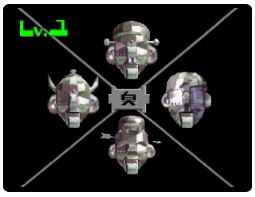
Groove Jigoku V: Sweepstation Version

6.5

Developer	Opus
Publisher	SCEI
Release date	(jp) January 8, 1998
Genre	Mini-games, Music
Players	1 Player

Denki Groove Jigoku V is a music game produced by techno outfit Denki Groove. The game is a collection of different mini games. They all got sharp 2D bizarre graphics, usually either in a spare geometric style, or using digitized images.

The game got a sequel on PSP called Beit Hell 2000.



Rarity: x

8.0

Rarity: x

Growlanser

Developer Career Soft
Publisher Atlus
Release date (jp) November 25, 1999
Genre Role-playing game
Players 1 Player

Growlanser is a fantasy SRPG, and the first in the Growlanser series. The main character is Carmaine, an orphan raised by the palace royal magician, Sandra. Carmaine's personality, stats and skills are determined by answering questions at the beginning of the game. The game has a complex storyline with branching paths. During his travels Carmaine will discover different lands and peoples.

"mobygames.com"

Atlus Best Collection
July 2001

Rarity: x

GT All Japan Touring Car Championship

Developer Kaneko
Publisher Kaneko
Release date (jp) February 23, 1996
Genre Racing
Players 1 Player

GT All Japan Touring Car Championship, also known as Zen Nihan GT Senshuken Kai, is based on the All Japan Touring Car Championship, a former touring car racing series held in Japan.

The game is a top-down isometric view racing game using the cars and licenses from the championship.

6.6

Rarity: x

GT Straight Victory: Hoshino Kazuyoshi e no Chousen

Developer Polygon Magic
Publisher Calsonic
Release date (jp) April 23, 1998
Genre Racing
Players 1-2 Players

GT Straight Victory - Hoshino Kazuyoshi e no Chousen, or Straight Victory: Hoshino Kazuyoshi e no Chousen, is a 3D racing game sponsored by Kazuyoshi Hoshino, a former racing driver and businessman from Japan.

Game modes featured are: Grand Prix, Spot Race, 2 Player Battle, and Time Attack.

Guardian Recall

8.7

Developer Tsuji Jimusho
Publisher Xing Entertainment
Release date (jp) October 1, 1998
Genre Tactical role-playing game
Players 1 Player

Guardian Recall is a tactical RPG that puts the player in control of a team of young high school girls that have the power to summon guardians that help them in their fights against an evil organization. Before starting the game, players can choose in which side (good or evil) they want to play as.

The game also features Japanese voice acting and unlockable galleries.

Rarity: x

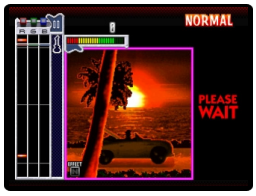
Konami the Best
July 2000

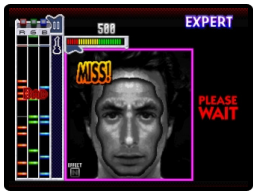
Guitar Freaks

8.0

Developer Konami
Publisher Konami
Release date (jp) July 29, 1999
Genre Music
Players 1-2 Players

Guitar Freaks is a rhythm action game ported from the 1998 arcade game of the same title. Long before Guitar Hero was ever conceived, Konami made the first inroads to a plastic guitar future with this spinoff of its popular Beatmania rhythm game series. Notes scroll up towards the top of the screen in three columns, and the player must hold the correct notes and strum the plastic guitar to play along with the music. The better the timing, the more points are earned.





Rarity: x

Guitar Freaks Append 2nd Mix

8.3

Developer Konami
Publisher Konami
Release date (jp) February 24, 2000
Genre Music
Players 1-2 Players

2nd Mix updates the musical library with a total of 45 tracks, ranging from flamenco to fusion rock guitar pieces. It requires the original Guitar Freaks disc, as well as near-mastery of the original game. Each mode start out with 16 tracks right away instead of 6 in the original. The layout for song selection is a little different in that the song titles appear horizontally on a menu and players select them by scrolling up and down.

Rarity: x

8.6

Rarity: x

Gunbare Game Tengoku: The Game Paradise 2

Developer	Jaleco
Publisher	Jaleco
Release date	(jp) March 19, 1998
Genre	Shooter, Light-gun
Players	1-2 Players

The Game Paradise 2 is the sequel to a Saturn game. The game itself is a comical scrolling shooter reminiscent of Konami's Parodius series. The most unique aspect of the game is its two-player mode, in which one player uses a regular controller and plays the game as a regular shooter, and the other player uses a Guncon and plays the game as a light-gun shooter.

8.0

Rarity: x

Gundam: The Battle Master

Developer	Natsume
Publisher	Bandai
Release date	(jp) June 20, 1997
Genre	Fighting
Players	1-2 Players

Gundam: the Battle Master is a fighting game involving robots who attack and destroy each other. Before players start the game, they can choose from a various amount of robots, each being smaller or bigger, or having different attacks. As they progress in the game, the opponents will get more difficult to beat. During a fight, the temperature bar will decrease when players manage not to get hit by the opponent.

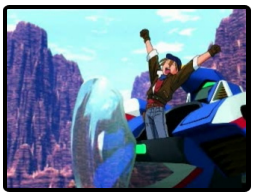
Rarity: x

GunDress

Developer	Starfish
Publisher	Starfish
Release date	(jp) February 24, 2000
Genre	Strategy, Tactical role-playing game
Players	1 Player

Gundress is set at the newly built Bayside City in the year 2100. In the city, terrorism and illegal smuggling run rampant up to the point where not even the police are able to handle the job. A group of 6 women, each with a mysterious past, team up to create the freelance anti-terrorist team for hire in order to tackle crime too tough to handle.

The second CD is a collection of galleries of scenarios and characters artwork.



Gung Ho Brigade

8.6

Developer Tomy Corporation
Publisher Tomy Corporation
Release date (jp) October 19, 2000
Genre Tactical role-playing game
Players 1 Player

Gunho Brigade is a tactical RPG set in a futuristic world where a group of people try to combat a evil robot force that controls the world. The game begins when the two main characters of the game are being pursued by a group of machines in a desert canyon. The game advance the story through anime video sequences.

Rarity: x

Gunnm Kasei no Kioku

8.1

Developer Ea/Yukito Products
Publisher Banpresto
Release date (jp) August 27, 1998
Genre Beat'em up, Adventure
Players 1 Player

Gunnm Kasei no kioku, also known as GUNNM Martian Memory, is based on the manga Battle Angel Alita, known in Japan as Gunnm, created by Yukito Kishiro in 1990. Gunnm Kasei no Kioku is the complete version of the story, Martian Memory, containing additional materials not found in the manga.

The game packs a variety of options for players to decide how Gally will fight: barehanded, bladed weapons, missiles, bombs, TUNED Gun and plasma attacks.

Rarity: x

Gunparade March

8.0

Developer Alfa System
Publisher SCEI
Release date (jp) September 28, 2000
Genre Adventure, Tactical role-playing game
Players 1 Player

Gunparade March is set 54 years after 1945, when World War II was abruptly ended by an alien race that appeared on Earth and began to slaughter the human population.

Due to its creativity and attention to detail, the game won the prestigious Seiun Award in 2001. The game was later turned into a 3 volume manga and a 12 episode anime.

Rarity: x

8.5

Rarity: x

Gunpey

Developer Koto Laboratory, Yoshidayama Workshop, Tose
Publisher Bandai
Release date (jp) December 16, 1999
Genre Puzzle
Players 1-2 Players

Gunpey is a puzzle game set in the wild west. The goal is to connect pieces of fuses to get one long fuse going across the board, making it explode and disappear.

The game has several game modes, such as the classical puzzle game modes “Endless mode”, “Stage mode”, “Puzzle mode”, and “Vs. mode”.

9.5

Rarity: x

Guntu Western Front June, 1944

Developer Electrocoin
Publisher Electrocoin
Release date (jp) March 12, 1998
Genre Shooter
Players 1 Player

Guntu Western Front June 1944 - Tetsu No Kioku is a on-rail shooter game similar to classic arcade games like Operation Wolf or Operation Thunderbolt. The player take the role of a special commando that have to eliminate different nazi objectives. The game is divided into missions that take place in deserts, towns among other places.

6.0

Rarity: x

Gussun Oyoyo

Developer Irem
Publisher Xing Entertaiment
Release date (jp) April 28, 1995
Genre Puzzle
Players 1-2 Players

Gussun Oyoyo is a port of the Irem’s arcade game from 1993. The game may be described as a cross between Tetris, Solomon’s Key and Lemmings. The object of the game is to get Gussun to the goal of each level and in the process, saving as many baby Gussuns as possible, while grabbing as much items as he can for points. There are a variety of enemies that can be dealt with in various ways.

Mail Yasu Series
April 2000

PSOne Books
March 2002

Guucho de Park: Theme Park Monogatari

Developer	Victor Interactive Software
Publisher	Electronic Arts
Release date	(jp) December 13, 1996
Genre	Board game
Players	1-4 Players

Guucho de Park - Theme Park Monogatari is a board game based on the Theme Park series by Electronic Arts.

• The board theme is a theme park with different attractions around each board. The game features three different enemy characters and four different theme park boards: Prehistoric, Sci-Fi, Animals and Horror.

Rarity: x

Hacha Macha Pon!

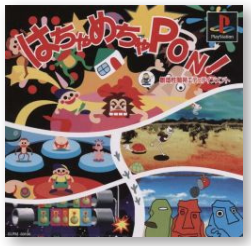
Rarity: x

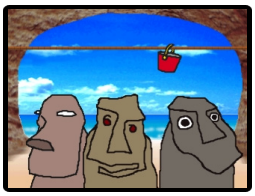
Developer	Sunmark
Publisher	Sunmark
Release date	(jp) April 1, 1998
Genre	Edutainment, Mini-games
Players	1 Player

Hacha Macha Pon! is an educational game divided into nine different mini games about using different shapes, sounds, colours, etc.

Not much is known about the game. It may be a sort of demo or an unfinished game, since it seems that some of the games are not fully completed.

"kimsufi.com"





Hai-Shin 2

Rarity: x

Developer	Warashi
Publisher	Aques
Release date	(jp) March 26, 1998
Genre	Board game
Players	1 Player

Hai-Shin 2 is the sequel to the PlayStation game Pro Logic Mahjong Hai Shin and is also mahjong game with different game modes: Special Play, a free mode. Mahjong Grand Prix, story mode set in a Mahjong championship of 1998. Basic Study, Mahjong guide and dictionary. Mahjong Hands, a tutorial. And Tempai Mahjong , where one play tempai mahjong with a guide.

PSOne Books
October 2002

7.0

Hajime no Ippo: The Fighting!

Rarity: x

Developer	Kodansha
Publisher	Kodansha
Release date	(jp) July 13, 1997
Genre	Manager
Players	1-2 Players

Hajime no Ippo - The fighting is a simulation game based on the boxing manga and anime series created by Jyoji "George" Morikawa. In the game, the player choose what training the boxer should do each month, and then watch him fight.

The game comes with two modes, a story mode and an edit mode.

PlayStation the Best
May 1998

Hakaiou: King of crusher

7.0

Developer	FAB Communication
Publisher	FAB Communication
Release date	(jp) November 12, 1998
Genre	Action
Players	1 Player

The player is a Japanese salary man, normal in every way... except that he's just been bitten by an evil space insect, turning him from a regular man into a rage-fueled monster. Players destroy anything they can to fill the dopamine gauge, and reach the end of the stage to continue the transformation from a normal human into an enormous kaijuu monster, all the while avoiding the police and the military trying to stop them.

Hamster Club-I

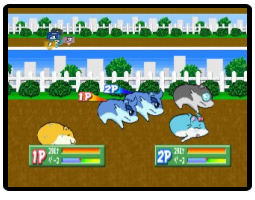
Developer	Jorudan
Publisher	Jorudan
Release date	(jp) February 28, 2002
Genre	Mini-games
Players	1-4 Players

Hamster Club-I is the first game released for the PlayStation based on the popular hamster club characters from the GameBoy and GameBoy Advance games. The game is a collection of mini games that features three hamsters to choose from and 15 other unlockables hamsters.

At the beginning of the game, there are five different mini games to choose from.

EPV
January 2003

Hamster Monogatari



Developer	Culture Brain
Publisher	Culture Brain
Release date	(jp) December 21, 2000
Genre	Adventure, Mini-games
Players	1-2 Players

Hamster Monogatari is an adventure simulation game in which the player raise hamsters. The player can raise up to four hamsters and compete against other hamster in games like racing mini games.

The game was also released for Nintendo 64 console and have two sequels released for the GameBoy advance console.

Hamster no Odekake

Developer S-Plan
Publisher Kaga Tech
Release date (jp) February 22, 2001
Genre Simulation
Players 1 Player

Hamster no Odekake is a simulation game where the player take care of five different hamsters that live in a small hamster house. Players can watch them do different activities, like eat, sleep or watch the TV where the player can choose the tv channel they watch.

The game take advantage of the PocketStation where the player can transfer one of the hamsters and interact with different things and do different activities that will unlock others in the main game.

Hana to Ryuu

6.0

Major Wave
October 2002

Developer I'Max
Publisher I'Max
Release date (jp) August 13, 1998
Genre Board game
Players 1 Player

Hana to Ryuu is a mahjong and hanafuda game based on the anime, wich in turn, is based on the yaoi manga series created by Kazuma Kodaka in 1993.

The game features a free mode in which the player can choose a character and play a mahjong or a hanafuda game, and a story mode in which the player start in the city and can go to different gambling places to play hanafuda or mahjong games to increase his money.

Hanabi Fantast

6.5

Magical 1500
December 2000

Developer Magical Company
Publisher Magical Company
Release date (jp) July 16, 1998
Genre Action
Players 1 Player

In Hanabi Fantast, the player controls a young kid that walk around a fantasy world and make different fireworks to make the people happy. The gameplay is simple: the player pick different items to make the fireworks, then push four different buttons to make the correct sequence of fireworks in the time provided.

Hanafuda & Card Game

Developer Yuki
Publisher DigiCube
Release date (jp) January 24, 2002
Genre Cards
Players 1 Player

Hanafuda & Card Game are released in the NICE PRICE budget series. The game feature several different card games, from hanafuda games to western games like millionaire, poker, and Black Jack.

Hanafuda Exact 3D

Developer *unknown*
Publisher Pony Canyon
Release date (jp) December 10, 1998
Genre Cards
Players 1 Player

Hanafuda Exact 3D, or Hanafuda Real 3D, is a hanafuda game. Players can compete against five quirky characters in the "tournament mode".

According to www.jp.playstation.com, "Movement and sound effects of Hanafuda cards ultra-realistic!". Whatever that means...

MajorWave 1500
June 2002

Hanafuda Graffiti: Koi Monogatari

5.5

Developer I'Max
Publisher I'Max
Release date (jp) May 10, 1996
Genre Cards
Players 1 Player

Hanafuda Graffiti - Koi Monogatari uses Hanafuda rules and features different girl character to play against. The game also features two different game modes, Story and Vs. In story mode, players controls a young boy that goes around town meeting different girls and play hanafuda games with them.

8.0

Happy Diet

Developer Twilight Express
Publisher Twilight Express
Release date (jp) April 26, 2001
Genre Simulation
Players 1 Player

Happy Diet is a simulation game that allows players to lose weight while playing using the Stepper Controller. Players at the beginning of the game enter their age, height and weight and after that they can choose between the game modes: Diet Story, where the player advance through a story helping the character with his own diet. Own Diet, where players can manage their own diet, entering a plan and following it. And Walking Mode, where player can walk around.

8.0

Happy Hotel

Developer Tohoku Shinsha
Publisher Tohoku Shinsha
Release date (jp) November 27, 1997
Genre Strategy
Players 1 Player

Happy Hotel is a hotel management simulation game in which players can take loans, buy lands, and design their own hotel. After building the hotel, players will have to earn money with their decissions to build a hotel empire.

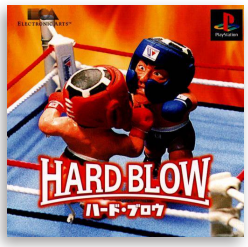
7.5

Happy Salvage

Developer Media Works
Publisher Media Works
Release date (us) August 31, 2000
Genre Adventure, Dating sim
Players 1 Player

Happy Salvage is a mix between a first person perspective adventure dating game and an action game. The game puts the player in the role of a young boy that lives in a small town on an island. The game features Japanese voice acting, a lot of different places to go, and different fishing spots with different kind of underwater treasures.

The second cd contains previews, character profiles and artwork.



Hard Blow

Developer Electronic Arts Victor
Publisher Electronic Arts
Release date (jp) July 31, 1997
Genre Sports
Players 1-2 Players

Hard Blow is a boxing game that allows players to create and customize their own boxer and make him the World Champion. The player have to choose carefully each weeks training to improve the boxer stats, and choose his next opponent in order to climb in the ranking.

The fights may be difficult to master, specially since the game doesn't show a energy bar.

Hard Rock Cab

5.2

Developer Imagexcel
Publisher Asmik Ace Entertainment
Release date (jp) February 16, 1996
Genre Action, Driving
Players 1 Player

In Hard Rock Cab, also known as Quarantine for the 3DO, players take the role of a taxi driver, desperate to escape from the violent prison city of Kemo. Players must deliver passengers to their destinations so they can earn money to upgrade the cab, and take on undercover missions in the hope that somehow they can find a way out. An impressive array of cab-mounted weaponry may help them survive.

Harlem Beat: You're the one

Developer Konami
Publisher Konami
Release date (jp) October 28, 1999
Genre Dating sim, Manager
Players 1 Player

Harlem Beat: You're the One is an adaptation of the manga series created by Yuriko Nishiyama. Focusing on Naruse Toru himself, or an anonymous male and female manager of the players choice that's exclusively created by the author for the game.

The gameplay is divided in 3 parts: Simulation part, where the player interact with other characters. Training part. And Match part, where the player have basketball matches with other rival schools.

7.8

Harukanaru Toki no Naka de

Developer	Koei
Publisher	Koei
Release date	(jp) April 6, 2000
Genre	Adventure, Role-playing game
Players	1 Player

Harukanaru Toki no Naka de is part of Ruby Party's Neoromance label and the first game in the Haruka series.

Because of Harukanaru Toki no Naka de's success, the game has give rise to a franchise, including several sequels, numerous drama and music CDs, a manga series, two OAVs, a movie, an anime TV series, and a live-action theatrical.

Koei the Best
August 2004

Harukanaru Toki no Naka de: Banue Yuugi

Developer	Koei
Publisher	Koei
Release date	(jp) June 26, 2003
Genre	Board game, Role-playing game
Players	1-4 Players

Based on the original story, Harukanaru Toki no naka de - Banue Yuugi plays more like a monopoly game than a dating sim. Although there are love confession scenes towards the end, the game are more focused on the board game feature than the previous Haruka games.

Premium Box
June 2003

8.0

Harukaze Sentai V-Force

Developer	Ving
Publisher	Ving
Release date	(jp) November 15, 1996
Genre	Tactical role-playing game
Players	1 Player

Harukaze Sentai V-Force is an isometric strategy RPG similar to Front Mission or Super Robot Taisen. The game follows Natsuki, Mizuki, and Kagetsu, three sisters who are pilots in the Earth Defense Force. Each mission allows players to configure their character's weaponry, and as they fight, they will gain experience and level up. Before and after each mission, fully-animated cutscenes drive the plot forward, and sometimes they will appear at crucial points during a mission as well.

Ving Best
October 1999

Hashiriya: Ookamitachi no Densetsu

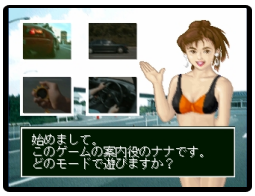
7.0

Developer	Nichibutsu
Publisher	Nichibutsu
Release date	(jp) April 18, 1997
Genre	Racing
Players	1 Player

Hashiriya Ookamitachi No Densetsu is a drift-racing game similar to Initial D that let the player choose among 15 cars and 5 courses. Players can race against up to five cars in the arcade mode. The game also features a story mode, a time trial and a practice mode.

An obscure racing wheel, the “Cockpit Wheel” (SLHP-00024) is also supported.

“kimsufi.com”



Hatsukoi Valentine

Developer	Fill in Cafe
Publisher	Family Soft
Release date	(jp) July 31, 1997
Genre	Dating sim
Players	1 Player

Hatsukoi Valentine is a dating simulation where the player take the role of a teenage that returns to his home town as a freshman in high school. The goal of the game is to get a date for valentine’s day.

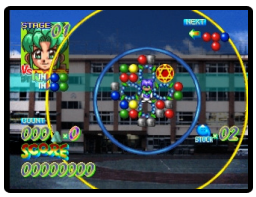
The game features Japanese voice acting and different endings.

Hatsukoi Valentine Special

Developer	Family Soft
Publisher	Family Soft
Release date	(jp) November 5, 1998
Genre	Dating sim
Players	1 Player

The player are again tasked with the mission to get a date for valentine`s day. New features in this update is an improved system surfaces, and game systems have been given a faster tempo. With other new features, the game is more focused on the love simulation.

7.6



Haunted Junction: Seitokai Batch o Oe!

Developer	Media Works
Publisher	Media Works
Release date	(jp) January 17, 1997
Genre	Puzzle
Players	1-2 Players

Haunted Junction Seitokai Batch o Oe! is a puzzle game based on the Haunted Junction Manga. The game featurea Free mode and a Story mode. Gameplay is about moving the character to make the different colour balls join and destroy them, if the player can activate the magic sign with a combination of colour balls he clear the stage.

Heisa Byouin

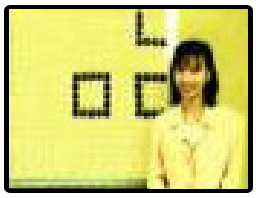
Developer	Visit
Publisher	Visit
Release date	(jp) April 20, 2000
Genre	Adventure
Players	1-2 Players

Heisa Byouin is set in a hospital where the player arrives and try to discover the reasons of a series of murders. As soon as the player arrives, things start to go worse and more people are killed.

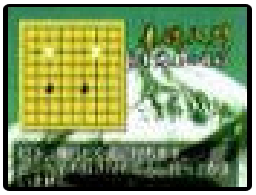
The game features japanese voice acting and different endings depending on the actions of the player.

Reprint
March 2001

7.0



Heisei Shogiin 2



Developer	Success
Publisher	Daiki
Release date	(jp) December 17, 1998
Genre	Board game
Players	1-2 Players

Heisei Shogiin 2, also known as Umezawa Yukari no Taikyoku Igo: Heisei Kiin II, feature the female chess player “Umezawa Yukari pro.” The game also feature a “Basic Tutorial” that gently explains the Rules of Go. And “tactics strategy Guide”, where Umezawa herself explain the rules of the game in videos.

Hei-Sek-Ki-in

Developer GameBank
Publisher GameBank
Release date (jp) December 18, 1997
Genre Board game
Players 1-2 Players

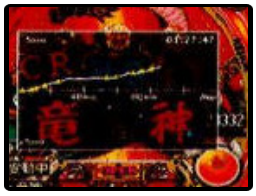
Hei-Sek-Ki-in, also known as Taikyoku Igo: Hei-Sek-Ki-In, feature the female chess player Umezawa Yukari as she give guidance to the player on the rules of the game.

Heiwa Pachinko Daisuki

7.0

Developer Seta Corporation
Publisher Seta Corporation
Release date (jp) September 20, 1996
Genre Casino
Players 1 Player

Heiwa Pachinko Daisuki, or just Pachinko Daisuki, feature nine different games, from pachinko to slot machines. Each game has been reproduced to match the original game it is based on.



Heiwa Pachinko Graffiti vol.1

Developer Aqua Rouge
Publisher Aqua Rouge
Release date (jp) December 9, 1999
Genre Casino
Players 1 Player

Heiwa Pachinko Graffiti vol.1 is a pachinko machine simulator game that features three different pachinko machines.

During the spinning of the slot machine, when the first two numbers or letters of the spin match up, the digital program will almost always enter into “reach mode” where many animations and movies are shown before the final outcome is known just to give the player a boost of added excitement.

Heiwa Pachinko Graffiti Vol.2

Developer Aqua Rouge
Publisher Aqua Rouge
Release date (jp) December 9, 1999
Genre Casino
Players 1 Player

The second game in the Heiwa Pachinko series feature another three pachinko games.

The game also include a ”sound museum mode”*(?)*.

6.0

Heiwa Parlor! Pro: Bundori King Special

Developer Namco
Publisher Telenet Japan
Release date (jp) December 27, 2001
Genre Casino
Players 1 Player

Heiwa Parlor! Pro Bundori King Special, or Heiwa Parlor! Pro: BunDoriKing Special, is part of the Heiwa series of pachinko games.

After an half hour swimming through Japanese google translate sites, i am done. Could not find much on this damn game. Its a pachinko game! DONE!

Heiwa Parlor Pro: Dolphin Ring Special

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) March 30, 2000
Genre Casino
Players 1 Player

Heiwa Parlor Pro Dolphin Ring Special is a pachinko game that features two different pachinko machines and different levels of a zoom function.

Heiwa Parlor! Pro: Fujiko Nio-Ma-Ka-Se Special

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) December 28, 2000
Genre Casino
Players 1 Player

Heiwa Parlor - Pro Fujiko Nio-Ma-Ka-Se Special is a pachinko game that features two different pachinko machines and different levels of a zoom function.

The character featured in the game are Fujiko from Lupin the Third.

Heiwa Parlor! Pro: Inakappe Taishou Special

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) August 10, 2000
Genre Casino
Players 1 Player

Heiwa Parlor! Pro Inakappe Taishou Special is another pachinko game that features the usual two different pachinko machines and the different zoom functions.

Heiwa Parlor! Pro: Lupin the Third Special

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) January 13, 2000
Genre Casino
Players 1 Player

The game features two different pachinko machines and different animations based on the Lupin the third characters, made popular overseas with the help of the movie Lupin the third the Castle of Cagliostro, by Hayao Miyazaki.

Heiwa Parlor! Pro: Tsunatori Monogatari Special

Developer	Nihon Telenet
Publisher	Nihon Telenet
Release date	(jp) March 7, 2002
Genre	Casino
Players	1 Player

Heiwa Parlor! Pro Tsunatori Monogatari Special is another pachinko game that features two different pachinko machines with the theme of sumo wrestling, and different levels of zoom.

x.x

Heiwa Parlor! Pro: Western Special

Developer	Nihon Telenet
Publisher	Nihon Telenet
Release date	(jp) February 3, 2000
Genre	Casino
Players	1 Player

F#%k it. Im taking a break from my mong skills on finding information on Japanese psx games with google translate. It`s part of the Heiwa Parlor! Pro series of pachinko games and it got a western theme. The game probably has two boards and a zoom function.

8.5

Hello Kitty: Kitty the Kool!

Developer	Imageneer
Publisher	Imageneer
Release date	(jp) November 26, 1998
Genre	Music
Players	1-2 Player

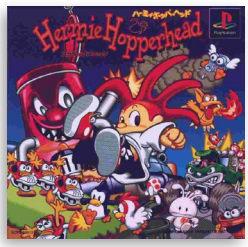
Kitty the Kool stars the famous Hello Kitty in a rhythm game. Kitty and her Sanrio pals come to the stage with kimono garb and swing to music that sounds sort of like Kabuki theater mixes. The controls are simple and the game allows the player to set the tempo of the music. The sequences of keys are not fixed and each one can create its own choreography, but the player can't repeat the same movement twice. For example: the player can do up, down, left or right but not repeat up twice.

Hello Kitty: White Present

Developer Hudson Soft
Publisher Hudson Soft
Release date (jp) December 17, 1998
Genre Puzzle, Platformer
Players 1 Player

Hello Kitty White Present is an action puzzle game where Hello Kirry is tasked to help a team of Monkeys after an earthquake in Monkey kingdom destroys their castle.

The gameplay is about advancing each screen using the help of the two little monkeys to obtein each screen objects. In each screen, Hello Kitty have to first find the items the monkeys need, and after that, get the key to finish the level.



PlayStation the Best
December 1996

Hermie Hopperhead: Scrap Panic

7.0

Developer Yuke's, Sugar & Rockets
Publisher SCEI
Release date (jp) September 29, 1995
Genre Platformer
Players 1 Player

Hermie Hopperhead: Scrap Panic is a 2D platformer that takes inspiration from the classic Sonic and Mario games. The gameplay is very similar to that of Mario games: enemies are usually defeated by jumping over them. A notable feature is the assistance of the inhabitants of the Egg world. Some of them follow the protagonist around and may turn into platforms and other things to help his progress.

"mobygames.com"

Reprint
September 1999

Heroine Dream

7.0

Developer Map Japan
Publisher Map Japan
Release date (jp) October 10, 1996
Genre Manager, Mini-games
Players 1 Player

• Heroine Dream is an idol simulation game in which the player takes a role of a producer whose goal is to help Shizuka Maiki enter the scene in style. The heroine herself has many attributes that lack in quality and as her producer, the player will have to balance her training (ballet, dancing, swimming etc.), but at the same time, keep an eye on her stress level. The game features voice-acting, but without the ability to see subtitles, only the answers players can select during conversations with other characters.

8.0

Heroine Dream 2

Developer Map Japan
Publisher Map Japan
Release date (jp) June 18, 1998
Genre Manager
Players 1 Player

In this sequel there are five new girls that enter a new contest, the player can once again give a name to his girl, choose her zodiac and blood type and during the weeks, the character will meet different characters to interact with and go around the town. But this time the player has full control of the character and can choose where to go in the town.

Reprint
September 2000

8.0

Hexamoon Guardians

Developer Increment P
Publisher Increment P
Release date (jp) March 30, 2000
Genre Adventure, Tactical role-playing game
Players 1 Player

Hexamoon Guardians is a game divided into two different parts, one in an adventure part in which the story takes place, and the other is a tactical RPG where missions play out, where the player controls a robot and got a limited number of square movement range.

7.0

Hi-Hou-Oh

Developer Sonnet
Publisher Sonnet
Release date (jp) April 25, 1997
Genre Board game
Players 1-4 Players

Hi-Hou-Oh, or Hi Takara O, is a board game where players takes the role of a treasure hunter that take part on a treasure hunter's tournament in which they got to get as much money as they can at the end of each board game.

The game features eight different characters to choose from and seven different board.

"kimsufi.com"

High Brown Gag & Pure Shooting: Harmful Park

7.8

Developer	Sky Think Systems
Publisher	Sky Think Systems
Release date	(jp) February 14, 1997
Genre	Shooter
Players	1-2 Players

High Brown Gag & Pure Shooting - Harmful Park, or just Harmful Park, is a side-scrolling "cute'em up" set in a amusement park.

Harmful Park is one of the most sought after games in the Japanese PlayStation aftermarket. Current price range from $200-300. Though, the game is also released on the Japanese PSN.

High School of Blitz

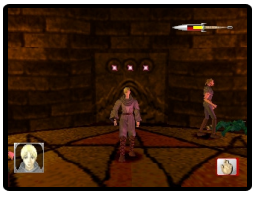
5.6

Developer	Japan Media Programming
Publisher	MediaWorks
Release date	(jp) November 25, 1999
Genre	Adventure, Card battle
Players	1 Player

High School of Blitz is a collectible card game that centers on cute characters as its selling point. Each player plays someone who has become class president of a girls high school classroom, and tries to raise a group to save the world from destruction, and battle against the other classes.

The game features two different game modes: Story mode and Trading Card mode.

Hikari No Shima: Seven Lithograhs in Shining Island

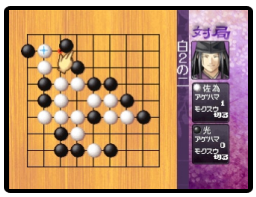


Developer	Affect
Publisher	Affect
Release date	(jp) November 11, 1999
Genre	Action-adventure
Players	1 Player

Hikari No Shima - Seven Lithograhs in Shining Island is an action puzzle set in a city on a island where the player has to solve different puzzles to advance to next stage, meanwhile fight against different kind of monsters using three different characters, each one with different characteristics and abilities.

8.0

Hikaru no Go: Heian Gensou Ibunroku



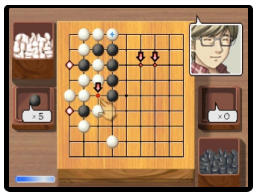
Developer	KCEJ
Publisher	Konami
Release date	(jp) May 30, 2002
Genre	Adventure, Board game
Players	1 Player

Hikaru no Go - Heian Gensou Ibunroku, based on the manga series, is an alternate story set in Japan's Heian period. The demon world is invading the physical, and before players can destroy each invader they must defeat them in a game of Go.

Konami the Best
June 2003

7.0

Hikaru no Go: Insei Choujou Kessen



Developer	KCEJ
Publisher	Konami
Release date	(jp) December 19, 2002
Genre	Adventure, Board game
Players	1 Player

Hikaru no Go - Insei Choujou Kessen is the sequel, and again based on the popular manga by Hotta Yumi. Hikaru no Go follows the tale of Shindou Hikaru who finds a Goban boardgame which is haunted by a master Go player. The two go on Go tourneys with Shindou hoping to match his rival Touya Akira whilst the spirit wishes to attain the "Hand of God." Thus begins a symbiotic relationship of sorts.

Konami the Best
November 2003

7.0

Himiko-Den

Developer	Chime
Publisher	Hakuhodo
Release date	(jp) March 11, 1999
Genre	Role-playing game, Strategy
Players	1 Player

Himiko-Den, or Himiko-Den Renge, is a strategy game with RPG elements. The player character, Kutani, and other heroes are navigated on the "world map" in a linear fashion; selecting a location icon usually leads to a large-scale strategic battle between armies. The player has to position the troops and navigate them on the battle field. Once a player-controlled and an enemy unit come into contact, a turn-based battle initiates.

Himitsu Kessha Q

6.6

Developer	Right Stuff
Publisher	Right Stuff
Release date	(jp) July 30, 1998
Genre	Adventure, Tactical role-playing game
Players	1 Player

Himitsu Kessha Q is a mix between an adventure and a tactical RPG. The player controls a special unit with the mission to protect the Earth from an alien invasion.

Before each mission, there is an adventure part where the player can choose between two possible answers. The mission part is a tactical PRG style where the player character have a limited range of movement.

Himitsu Sentai Metamor V Deluxe

6.0

Developer	Feycraft
Publisher	Mycom
Release date	(jp) October 15, 1998
Genre	Adventure
Players	1 Player

Himitsu Sentai Metamoru V Deluxe revovles around five 10-year old girls with super powers. Also, when they transform, they get older. The game is a adventure game, but with a twist. Instead of choosing answers, the player press the directional buttons to change the facial expressions of the character.

"kimsufi.com"

BPS The Choice
April 1999

Hiroki Matsukata Presents: World Fishing

Developer	Tose Software
Publisher	Bullet-Proof Software
Release date	(jp) January 19, 1996
Genre	Sports
Players	1 Player

Hiroki Matsukata Presents - World Fishing is a fishing game endorsed by the popular actor. The game feature two main game modes: Billfish, that allows the player to take a boat and fish in the ocean. And Blackbass, where the player take a boat and fish in a river. Each modes have a tutorial, a free fishing mode and a tournament mode.

5.0

Hissatsu Pachi-Slot Station

Developer SunSoft
Publisher SunSoft
Release date (jp) August 20, 1998
Genre Casino
Players 1 Player

A pachinko slot machine simulator and the first in the series.

Value 1500 Series
November 2000

Hissatsu Pachi-Slot Station 2

Developer SunSoft
Publisher SunSoft
Release date (jp) October 28, 1999
Genre Casino
Players 1 Player

Hissatsu Pachi-Slot Station 2 is a pachinko slot machine simulator that features two pachinko slot machines made by Yamasa.

Hissatsu Pachi-Slot Station 3

Developer SunSoft
Publisher SunSoft
Release date (jp) March 4, 2000
Genre Casino
Players 1 Player

Yet another pachinko slot machine game...

Hissatsu Pachi-Slot Station 4

Developer SunSoft
Publisher SunSoft
Release date (jp) July 27, 2000
Genre Casino
Players 1 Player

Hissatsu Pachi-Slot Station 4 is another pachinko slot machine simulator that features two pachinko slot machines, New Pulsar and Hot Rod, made by Yamasa.

Hissatsu Pachi-Slot Station 5: Invader 2000

Developer SunSoft
Publisher SunSoft
Release date (jp) November 16, 2000
Genre Casino
Players 1 Player

Hissatsu Pachi-Slot Station 5 - Invader 2000 is a pachinko slot machine simulator that features the pachinko slot machine Invader 2000, made by Baltec.

Hissatsu Pachi-Slot Station SP

Developer SunSoft
Publisher SunSoft
Release date (jp) December 16, 1999
Genre Casino
Players 1 Player

Hissatsu Pachi-Slot Station SP is a pachinko slot machine simulator that features five pachinko slot machines, Pulsar, Big Wave, etc., made by Yamasa.

Hissatsu Pachi-Slot Station SP 2: The Tetra

Developer SunSoft
Publisher SunSoft
Release date (jp) September 14, 2000
Genre Casino
Players 1 Player

Hissatsu Pachi-Slot Station Special 2 - The Tetra is a pachinko slot machine simulator that features three pachinko slot machines; Arabesque, Sea Master and Oicho Kaba, made by Yamasa. The game also has two different levels of zoom.

5.0

Hissatsu Pachinko Station

SunSoft Best
November 1998

Developer SunSoft
Publisher SunSoft
Release date (jp) September 13, 1996
Genre Casino
Players 1 Player

The game is a pachinko simulator, and the first in the Hissatsu series.

5.0

Hissatsu Pachinko Station: Classic

Developer SunSoft
Publisher SunSoft
Release date (jp) April 8, 1999
Genre Casino
Players 1 Player

The game is another pachinko game, featuring three pachinko boards.

Hissatsu Pachinko Station: Classic 2

6.0

Developer SunSoft
Publisher SunSoft
Release date (jp) March 30, 2000
Genre Casino
Players 1 Player

Another pachinko game. Why are the so many pachinko games!?

Hissatsu Pachinko Station: Monster House Special

7.0

Developer SunSoft
Publisher SunSoft
Release date (jp) October 29, 1998
Genre Casino
Players 1 Player

Hissatsu Pachinko Station - Monster House Special features three different pachinko machines in free mode. The game also have a story mode in which the player takes control of a pachinko gambler that will go around town and play in different pachinko gambling places to increase his fortune.

Hissatsu Pachinko Station 2

5.0

Developer SunSoft
Publisher SunSoft
Release date (jp) December 25, 1997
Genre Casino
Players 1 Player

Hissatsu Pachinko Station 2 features two different pachinko machines, CR Monster House and Nanasy, with different levels of zooms. The game also features a story mode in which the player takes the role of a gambler that goes around town playing the different pachinko machines in the three pachinko places to win new prizes.

4.0

Hissatsu Pachinko Station 3: Genshijin ga Ippai

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) March 11, 1999
Genre	Casino
Players	1 Player

Hissatsu Pachinko Station 3 - Genshijin ga Ippai features three different pachinko machines, CR Primitive Man series, with the usual different levels of zooms. The game also features a story mode in which players takes the role of a gambler that goes around town playing the different pachinko machines in the three pachinko places trying to win the same shitty prizes.

Limited Edition
December 1998

7.0

Hissatsu Pachinko Station 4: Hero Tachi no Chousen

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) March 11, 1999
Genre	Casino
Players	1 Player

Hissatsu Pachinko Station 4 - Hero Tachi no Chousen features five different pachinko machines; CR Battle Hero FX, Battle Hero NEO, Yawara Kids, Pinapple Bomber and Fruit Passsion, with the different levels of zooms. The game features another story mode in which the player takes the role of a young kid gambler that goes around town playing the different pachinko machines to win stupid prizes.

SunKore Best
December 2000

6.0

Hissatsu Pachinko Station 5: Deramaitta & Irete Nanbo

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) June 10, 1999
Genre	Casino
Players	1 Player

Hissatsu Pachinko Station 5 - Deramaitta & Irete Nanbo features five different pachinko machines; Deramaitta and Irete Nanbo models, with the zoom function. The game features a story mode in which the player takes the role of a gambler that have to rescue his girl by becoming the best pachinko gambler in town and earning enough credits to pay the kidnappers and rescue her.

Hissatsu Pachinko Station 6: Gakideka & Jamaica

7.0

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) July 1, 1999
Genre	Casino
Players	1 Player

Hissatsu Pachinko Station 6 - Gakideka & Jamaica features six different pachinko machines; four Gakideka and two Jamaica models, with different levels of zooms. The story this time revolves around a gambler that want to get prizes to furnish his apartment from the pachinko places that are around his town.

Hissatsu Pachinko Station 7

7.0

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) November 25, 1999
Genre	Casino
Players	1 Player

Lo and behold, another pachinko game. Probably feature several different pachinko game, a story, and a zoom function. I don`t know, i`m done with pachinkos. Good night.

Hissatsu Pachinko Station 8: Kamashi no Kin-chan & Soreyuke Hama-chan

6.0

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) March 30, 2000
Genre	Casino
Players	1 Player

Hissatsu Pachinko Station 8 - Kamashi no Kin-chan & Soreyuke Hama-chan features two different pachinko machines; Kamashi no Kin-chan & Soreyuke Hama-chan, with the different levels of zooms.

5.0

Hissatsu Pachinko Station 9: Ushiwaka to Lemi

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) June 8, 2000
Genre	Casino
Players	1 Player

Hissatsu Pachinko Station 9 - Ushiwaka to Lemi features four different pachinko machines; CR GyuuWaka Gaiden FL2, CR GyuuWaka Gaiden FL3, CR Lovely Lemi! - Debut of Dreams and Lovely CR Lemi, with different levels of zooms. The game also features a story mode in which the player takes the role of a gambler that want to become the best pachinko gambler in town so that his daughter will be proud of him.

7.0

Hissatsu Pachinko Station 10

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) October 19, 2000
Genre	Casino
Players	1 Player

The tenth god-damn pachinko game in the series features several pachinko games. And probably a story...

5.5

Hissatsu Pachinko Station Now

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) September 30, 1999
Genre	Casino
Players	1 Player

Freakin`hurray. Another series of Pachinko games...

Hissatsu Pachinko Station Now 2

7.0

Developer SunSoft
Publisher SunSoft
Release date (jp) December 22, 1999
Genre Casino
Players 1 Player

no fun no pachinko makes jack dull boy no fun no pachinko makes jack dull boy no fun no pachinko makes jack dull boy no fun no pachinko makes jack dull boy no fun no pachinko makes jack dull boy no fun no i am going insane pachinko makes jack dull boy no fun no pachinko makes jack dull boy no fun no pachinko makes jack dull boy no fun no pachinko makes jack dull boy no fun no pachinko makes jack dull boy no fun no pachinko makes jack dull boy

Hissatsu Pachinko Station Now 3

5.0

Developer SunSoft
Publisher SunSoft
Release date (jp) February 3, 2000
Genre Casino
Players 1 Player

...i don`t even care anymore...it`s a pachinko game. Done!

Hissatsu Pachinko Station Now 4

4.0

Developer SunSoft
Publisher SunSoft
Release date (jp) July 6, 2000
Genre Casino
Players 1 Player

A amazon reviewer said the game had a cartoonish graphic style apposed to the latter in the series. I don`t know, couldn`t find a single scrappy google picture of the game. The game could be all purple for all i know.

8.0

Hissatsu Pachinko Station Now 5

Developer SunSoft
Publisher SunSoft
Release date (jp) July 19, 2000
Genre Casino
Players 1 Player

Hissatsu Pachinko Station - Now5 features three different pachinko machines based on the popular Gegege no Kitaro characters with different levels of zooms.

Wow, pictures and information about the game. What happened? kimsufi.com happened. I can`t do anything myself.

5.0

Hissatsu Pachinko Station Now 6

Developer SunSoft
Publisher SunSoft
Release date (jp) November 16, 2000
Genre Casino
Players 1 Player

Hissatsu Pachinko Station - Now 6 features three different Aredin pachinko machines with different levels of zooms.

5.0

Hissatsu Pachinko Station Now 7

Developer SunSoft
Publisher SunSoft
Release date (jp) December 28, 2000
Genre Casino
Players 1 Player

Another pachinko game. This game feature ”CR Magical Circus”, a circus theme. The gameplay was tweaked to resemble the pachinko machine physics as much as possible.

Hissatsu Pachinko Station Now 8

7.0

Developer SunSoft
Publisher SunSoft
Release date (jp) March 15, 2001
Genre Casino
Players 1 Player

Hissatsu Pachinko Station Now8 stars the character “Jarinko Chie”. Another new feature was the Challenge mode, where the player has a set number of pachinko balls.

Hissatsu Pachinko Station Now 9

7.0

Developer SunSoft
Publisher SunSoft
Release date (jp) February 7, 2002
Genre Casino
Players 1 Player

Hissatsu Pachinko Station - Now9 features three different pachinko machines based on the Dirty Pair characters from the anime and manga series. The game feature a zoom function.

Hissatsu Pachinko Station Puchi

5.0

Developer SunSoft
Publisher SunSoft
Release date (jp) September 22, 1999
Genre Casino
Players 1 Player

The game feature minor configuration changes on the pachinko fee, a ball purse mode, whatever that is. The game was sold as a budget version.

3.0

Hissatsu Pachinko Station Puchi 2

Developer SunSoft
Publisher SunSoft
Release date (jp) March 15, 2001
Genre Casino
Players 1 Player

Another pachinko game...weird, i`m getting a headache... jeez-es... is..is that blood coming from my eyes?! What the hell man! I..i got to find a doctor...i can`t see. Can`t find any more pachinko information. Gaaah!

Hissatsu Pachinko Station SP 3

Developer SunSoft
Publisher SunSoft
Release date (jp) January 1, 2002
Genre Casino
Players 1 Player

The game feature five different pachinko machines.

5.0

Hissatsu Pachinko Station Toyomaru Special

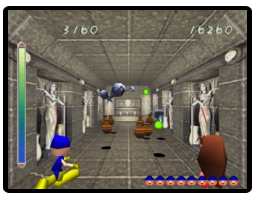
Developer SunSoft
Publisher SunSoft
Release date (jp) October 12, 2000
Genre Casino
Players 1 Player

The game are based on the pachinko machines by Toyomaru industry.

Finally. F-ing done with the F-ing pachinko crap! I`m going to bed...

Hit Back

7.6



Developer	Tomy
Publisher	Tomy
Release date	(jp) April 15, 1999
Genre	Breakout
Players	1-4 Players

Hit Back is NOT a pachinko game. The game is an action breakout game with three game modes; Story mode, Trial mode, and Vs. mode. The game features four different characters to choose.

The gameplay is 3D breakout clone where the player hit a ball on enemies to advance to the next level.

Loved Series Vol. 3
September 1999

Hiza no Ue no Partner: Kitty on Your Lap

7.0

Developer	Astrovision
Publisher	Culture Publishers, Kaneko
Release date	(jp) March 12, 1998
Genre	Adventure, Simulation
Players	1 Player

Hiza no ue no Partner - Kitty on Your Lap is a simulation game where the player, a college student, find three small cats in a box. He choose one of them to live with him, and the next morning he discover that the cat had transformed into a little cat girl.

The game features different events and the player can choose what he wants his character to do each week.

Hokuto no Ken

6.0

Developer	Natsume
Publisher	Banpresto
Release date	(jp) August 30, 1996
Genre	Action-adventure
Players	1-2 Players

Hokuto no Ken is based on the anime series First of the North Star, continuing its plot. The player watches the development of plot in long anime-like cutscenes and takes an active role only during the simple turn-based battles. The player chooses his actions from a menu. A time bar marks the flow of the turns. When the battle is won, another cutscene starts, etc. The game is divided in levels and a password is given after beating each of them.

8.4

Hokuto no Ken: Seikimatsu Kyuuseishu Densetsu

Developer Bandai
Publisher Bandai
Release date (jp) October 26, 2000
Genre Beat'em up
Players 1-2 Players

Hokuto no Ken: Seikimatsu Kyūseishu Densetsu is 3D beat 'em up that follows the storyline of the first series of the anime. Playing as Kenshiro, players will travel trough deserts, cities, and the other anime's places, facing hordes of baddies with the deadly Hokuto martial arts. Sometimes the action freezes and the player is required to press a certain combination of buttons in order to perform a special technique and kill the antagonist.

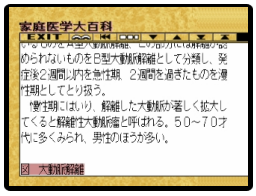
9.0

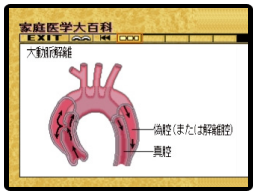
Hole of the Legend Monster: Monster Complete World Ver.2

Developer Idea Factory
Publisher Idea Factory
Release date (jp) October 28, 1999
Genre Role-playing game, Simulation
Players 1-2 Players

Hole of the Legend Monster - Monster Complete World Ver.2, also known as Densetsu Kemono no Ana: Monster Complete World Ver. 2, is the sequel to Monster Complete World, and could be considered like some kind of Pokemon game for PlayStation.

SuperLite 1500 Series
July 2002

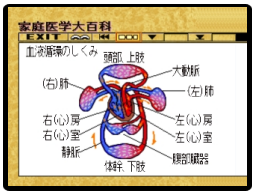




Home Doctor

Developer Success
Publisher Success
Release date (jp) November 13, 1997
Genre Edutainment
Players 1 Player

Home Doctor is a complete medical encyclopedia game that features a complete database of diseases and diagnoses, all with full Japanese explanation and lots of illustrations.



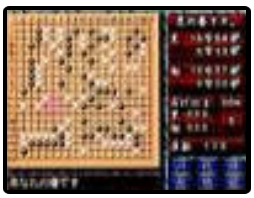
Reprint
January 2001

Honkaku Hanafuda

7.0

Developer Altron
Publisher Altron
Release date (jp) November 12, 1998
Genre Cards
Players 1 Player

Honkaku Hanafuda is a hanafuda game with different game modes, like a Vs. mode and a Story mode where the player has to defeat different opponent to advance the story.



Honkaku Igo

X.X

Developer Seta Corporation
Publisher Seta Corporation
Release date (jp) May 21, 1998
Genre Board game
Players 1-2 Players

Honkaku Igo features the board game Go. The game is equipped with a “Go Getting Started” mode, that describe all of the basic rules of Go for beginners. Also possible are different setting for the screen background and the in-game voice.

PlayStation the Best
May 1999

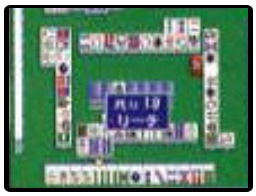
Honkaku Mahjong: Tetsuman Special

Developer Naxat Soft
Publisher Naxat Soft
Release date (jp) July 19, 1996
Genre Board game
Players 1 Player

Honkaku Mahjong - Tetsuman Special is mahjong game for 1 player againts 15 professional mahjong computer opponents. The game features three different kind of mahjong pieces and five different board tables to choose from.

“kimsufi.com”

Honkaku Pro Mahjong: Shin Tetsuban



Reprint
June 2000

Developer Naxat Soft
Publisher Naxat Soft
Release date (jp) October 8, 1998
Genre Board game
Players 1 Player

Honkaku Pro Mahjong - Shin Tetsuban is a official Professional Mahjong League certified mahjong game. The game comes with a beginner mode and 48 titles.

Honkaku Shi Jinkuchi Pro Mahjong: Mahjong Oh

Developer Warashi
Publisher Warashi
Release date (jp) May 25, 2000
Genre Board game
Players 1 Player

Honkaku Shi Jinkuchi Pro Mahjong - Mahjong Oh is a mahjong game suitable for everyone, from beginner to advanced player.

Honkaku Shogi: Shogi O

Developer Warashi
Publisher Warashi
Release date (jp) September 23, 1998
Genre Board game
Players 1-2 Players

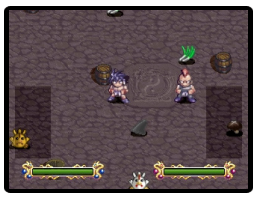
Honkaku Shogi - Shogi O is a shogi game that features different difficulties that allows novices to experts to enjoy this shogi simulation.

Honoo no Ryourinin Cooking Fighter Tao

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software
Release date	(jp) May 21, 1998
Genre	Action role-playing game
Players	1-2 Players

Cooking Fighter involves running around a 2D, top-view screen, smacking everything with a knife. There are numerous characters to choose from. Some are faster than others, some have better reach or a stronger attack, but the differences are minimal and it mostly comes down to whether the player feel more like being a fat bald guy with a cleaver or a little girl with a ladle.

"kimsufi.com"



Hoshi de Hakken!! Tamagotchi

8.5

Developer	Bandai
Publisher	Bandai
Release date	(jp) February 19, 1998
Genre	Adventure, Simulation
Players	1-2 Players

The main objective of the game is to collect all of the Tamagotchi that roam around the area. There are 94 Tamagotchi in total. The player character is Mikachu, an assistant to Professor Banzo, and Mikachu`s UFO has just crash-landed on a strange planet. As a scientist, she have to wander around the area trying to find different breed of Tamagotchi. There are three times of day; Morning, Sundown and Night, and different Tamagotchi come out at different points in the day.

Hoshi no Mahoroba

Developer	Jorudan
Publisher	Jorudan
Release date	(jp) August 1, 2002
Genre	Adventure role-playing game
Players	1 Player

Hoshi no Mahoroba is an adventure game that tells the tale of a group of boys with the ability to speak to spirits and harness their powers.

The gameplay is about walking around town and talk to different kind of people. Sometimes the player will encounter battles where the attacks are done by selecting symbols that makes up words and attacking.

7.5

Hoshi no Oka Gakuen Monogatari: Gakuensai

Developer	Atelier-Sai
Publisher	MediaWorks
Release date	(jp) October 22, 1998
Genre	Adventure, Dating sim
Players	1 Player

Hoshi no Oka Gakuen Monogatari: Gakuensai is a dating simulation game in which the player takes the role the student, Kazuya Murata, that have to prepare for the forthcoming festival.

Each day the player work with each club and the main characters, and depending on the choices, will increase or decrese the degree of completion.

6.5

Houma Hunter Lime: Special Collection Vol.1

Developer	Copya System
Publisher	Asmik Ace Entertainment
Release date	(jp) December 22, 1994
Genre	Adventure
Players	1 Player

Hōma Hunter Lime is a series of short, low-interaction semi-animated episodic games by Silence. The series tell the story of Bass and Lime, two demonic creatures who assume human form and travel to Earth in order to retrieve stolen jewels from “big-eyed monsters” (BEMs). The anime Jewel BEM Hunter Lime is based on these games.

5.0

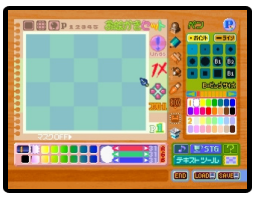
Houma Hunter Lime: Special Collection Vol.2

Developer	Copya System
Publisher	Asmik Ace Entertainment
Release date	(jp) May 15, 1995
Genre	Adventure
Players	1 Player

This sequel continues the story. The game is also a first person perspective adventure game. To advance in the game, the player sometimes have to talk to the other members of his group, other people or make an action.

Houma Hunter Lime with Paint Maker

3.6



Developer	Silence
Publisher	Asmik Ace Entertainment
Release date	(jp) February 21, 1997
Genre	Adventure
Players	1 Player

Jewel BEM Hunter Lime with Paint Maker follows the story from the previous volumes and contains the following games: Hōma Hunter Lime Dai-7 Wa ("Act 9"), Hōma Hunter Lime Dai-8 Wa ("Act 10"), and the new episode ("Act 11"), introducing a new character with a story relating to that of the protagonists Bass and Lime. The game also features a built-in Paint Maker program.

Koei Teiban Series
June 2002

Houshinengi

7.0

Developer	Koei, Inis
Publisher	Koei
Release date	(jp) September 10, 1998
Genre	Tactical role-playing game
Players	1 Player

The game is set in ancient China in the era of the Ing dynasty. Emperor Chyuou and his empire was extended on every direction possible and it comprises of almost 800 villages. But this great empire was destined to meet is end. A powerful magician, Dakki, that was a person beyond evil, seduced emperor Chyuou using a terrible spell: The essence of the gods, and became his empress. Having this title and commanding Chyuou like a puppet, she commands his empire as her wishes.

PSOne Books
December 2002

Hunter X Hunter: Maboroshi no Greed Island

5.0

Developer	Konami
Publisher	Konami
Release date	(jp) October 26, 2000
Genre	Action role-playing game
Players	1-4 Players

Hunter × Hunter, pronounced "Hunter Hunter", is based on a Japanese manga series by Yoshihiro Togashi with an anime adaptation. The player, a novice hunter, are invited to Jack Cameri's expensive mansion. Jack Cameri says he wants the player to solve the riddle of the "Greed Island" he created.

Hunter X Hunter: Ubawareta Aura Stone

Developer Konami
Publisher Konami
Release date (jp) September 27, 2001
Genre Role-playing game
Players 1 Player

The story revolves around a secretive cabal who spirits away a sacred aura stone from hapless villagers and wreaks havoc on their collective constitution. To avoid certain disaster, Hunters spring into action to help recover the stolen aggregate of mineral matter. Amalgamating equal parts adventure and card battle, the game features animated battle screens where opponents duel with decks.

PSOne Books
December 2002

Hyakujuu Sentai GaoRanger

7.0

Developer Konami
Publisher Konami
Release date (jp) November 29, 2001
Genre Fighting
Players 1 Player

• The player takes control of Gaored, the red GaoRanger, and fights their way through levels of minion-like badies, occasionally being helped by their team-mates. The controls are simple with several special moves and combos that can be performed. Once the bad guys are defeated, the player fight the boss monster of the level. Once he is defeated, the enemy scorceress grow him to an enormous size. The GaoRangers then summon their giant robot to defeat the giant sized monster.

Bandai the Best
February 2003

Hyouryuu Ki: The Reportage Beyond The Sea

Developer KSS
Publisher KSS
Release date (jp) October 28, 1999
Genre Simulation, Role-playing game
Players 1 Player

Hyouryuu ki - The reportage beyond the sea begins with a plane crash on an island. The survivors must try to build something and find a way to escape from the island. The player explore the island to find materials to build new items and machines, and keep the game characters alive, providing them food and water.

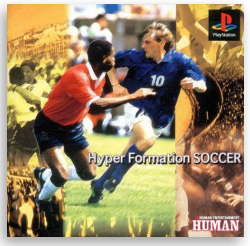
MajorWave Series
March 2003

Hyper Crazy Climber

7.0

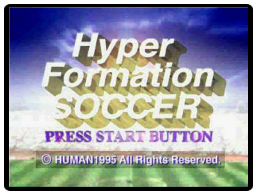
Developer	Nichibutsu
Publisher	Nichibutsu
Release date	(jp) February 23, 1996
Genre	Action
Players	1 Player

Hyper Crazy Climber has similar gameplay to the original arcade game, but with a few differences. Besides updated graphics, the player choose between three characters, each with their own strength/speed differences. Players then select several buildings from a Bomberman-style map screen, and these spires include an underwater building, a medieval clock tower in which its hands are a hazard, a haunted skyscraper, and a beanstalk.



Hyper Formation Soccer

7.0



Developer	Human Entertaiment
Publisher	Human Entertaiment
Release date	(jp) October 13, 1995
Genre	Sports
Players	1-2 Players

Originally, Formation Soccer was a PC Engine native game that was released around the time of the 1990 FIFA World Cup. The series was then carried over to Super Nintendo and, ultimately, to PlayStation. After the releases of the SNES and N64 games, Hyper Formation Soccer is a very rare release since its one of the first soccer games released for PlayStation, and the only one in the series for the console.

Hyper Pachinko

Developer	Konami
Publisher	Konami
Release date	(jp) July 27, 2000
Genre	Casino
Players	1 Player

Hyper Pachinko features six different pachinko machines with a zoom function. The game also features two game modes. In the story mode, the player takes the role of a pachinko gambler that goes around town playing in pachinko places to win credits he can use in other places of the town. In the normal mode, the player can play on any of the six pachinko machines.

X.X

Hyper Securities 2

Developer Pack-In-Soft
Publisher Victor Interactive Software
Release date (jp) June 25, 1998
Genre Dating sim, Role-playing game
Players 1 Player

In Hyper Securities 2, the player is part of a special security unit in the police, and has to stop bad guys doing bad things, in air and on the ground, with the help of weapons, choppers and cars. The game is set in the city of Tokyo, and is divided into 16 districts where the agents will react to the different reports.

Each week, players can order their agents to patrol. If they encounter a problem, an action sequence will take place.

Hyper Rally

Developer Harvest One
Publisher Harvest One
Release date (jp) August 30, 1996
Genre Racing
Players 1 Player

Hyper Rally is a racing game that features different tournaments around the world, each of them with different circuits. The game have two game modes; Season mode and single mode. In season mode the player compete in a tournament around all the game circuits, and try to win the championship. In single mode, the player can practice in any of the game circuits.

Hyper Value 2800: Hanafuda

Developer KCE Shinjuku
Publisher Konami
Release date (jp) January 13, 2000
Genre Cards
Players 1 Player

Hyper Value 2800 - Hanafuda, Hanafuda (Hyper Value 2800), or just Hanafuda, is a hanafuda game with a truck driving theme. The player controls a truck driver that goes to different places playing hanafuda games with different people.

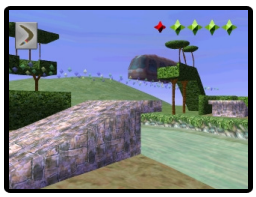
Honkaku Shogi Shinan

Developer	Digicube
Publisher	Digicube
Release date	(jp) November 29, 2001
Genre	Board game
Players	1-2 Players

Honkaku Shogi Shinan is a simple shogi game that features a vs computer (with different difficulty levels) and vs another player game modes.

Ibarado: Rapture no Kaeru Machi

7.0

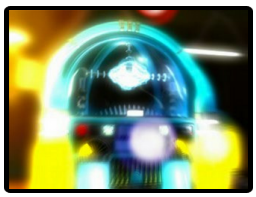


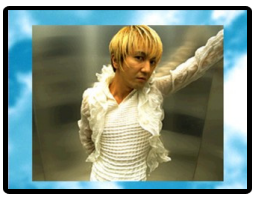
Developer	System Sacom
Publisher	System Sacom
Release date	(jp) October 16, 1997
Genre	Action-adventure
Players	1 Player

Ibarado Rapture no Kaeru Machi is a first person perspective action adventure that tells the story of a boy. The boy was taken by a girl with two strange creatures to a fantasy world called Ibarado. The world is starting to vanish and the boy have to find some objects to save it. After he has done the task, he will be taken back to his own world.

Iceman: Digital Playstage

1.6





Developer	SCEI
Publisher	SCEI
Release date	(jp) March 26, 1998
Genre	Music
Players	1 Player

Iceman Digital Playstage is an interactive game based around the three-man Japanese electronica/pop rock group, Iceman.

The game features: a Movie Player, where one can play video clips. A Multi Angle, in which the player can choose which point of view he wants for each part of the song. Stage Effect, in which the player can apply effect to a live stage show. And a Photo Album, a gallery of the members of the group.

Ichigeki: Hagane no Hito

6.6

Developer	Bandai
Publisher	Bandai
Release date	(jp) November 2, 1999
Genre	Sports
Players	1-2 Players

Ichigeki: The Man of Steel feature several top fighters, like Filho, Kazumi, and Pettas. Game modes include tournament, career mode, where players choose a Japanese shihan and start training, belt grading and fighting in regional, national and world tournmanets. When they reach a certain level they will be asked by Kancho Matsui to fight in hyakunin kumite, tameshiwari, etc. The game also has an information library about kyokushin history and a fighter database.

Ide Yohsuke Meijin no Shin Jissen Mahjong

4.0

Developer Capcom
Publisher Capcom
Release date (jp) June 28, 1996
Genre Board game
Players 1 Player

Ide Yohsuke Meijin no Shin Jissen Mahjong is the second mahjong game for the PlayStation to use Ide Yohsuke as the game host. The player can play in different kind of mahjong tournaments, the background graphic and the kind of mahjong pieces can be selected in the options menu and the game also features a story mode in which the player takes the role of a mahjong gambler.

Ide Yohsuke no Mahjong Kazoku

Developer Opus Corp
Publisher Seta Corporation
Release date (jp) November 3, 1995
Genre Board game
Players 1-2 Players

Ide Yohsuke no Mahjong Kazoku is the first mahjong game for the PlayStation using Ide Yohsuke as the game hoster. The player takes the role of the kid of a family who want to learn about mahjong. In the beginning of the game, he will have to play against the members of his family.

Ide Yosuke no mahjong kyoshitsu

Developer Athena
Publisher Athena
Release date (jp) December 2, 1999
Genre Board game
Players 1 Player

Ide Yosuke No Mahjong Kyoshitsu features a complete tutorial and different mahjong modes.

Goku Series
September 2000

7.6

Idol Janshi Suchie-Pai Limited

Developer Jaleco
Publisher Jaleco
Release date (jp) March 24, 1995
Genre Board game
Players 1 Player

Idol Janshi Suchie-Pai Special is originally an arcade follow-up to the Super Famicom game Bishōjo Janshi Suchie-Pai. Like the original, it features Misaki Kyoko's alter ego, the super heroine Suchie-Pai, as she plays mahjong against various young, attractive female opponents. The arcade version contains stripping. The PlayStation version is a censored port and doesn't feature the adult content.

Jaleco Best
December 2002

7.8

Idol Janshi Suchie-Pai II Limited

Developer Jaleco
Publisher Jaleco
Release date (jp) September 20, 1996
Genre Board game
Players 1 Player

The third installment in the Suchie-Pai series of mahjong games. More beautiful girls are ready to be your opponent in a game of strip mahjong...if you play it on an arcade machine. The PlayStation version is a censored port and doesn't feature the adult fun. Just mahjong.

Jaleco Best
December 2002

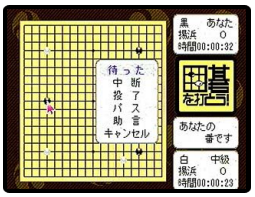
7.0

Idol Promotion: Yumie Suzuki

Developer Allumer
Publisher Allumer
Release date (jp) May 31, 1996
Genre Simulation
Players 1 Player

Idol Promotion - Yumie Suzuki is a simulation game in which the player is the manager of a young artist. At the beginning of the game, the player has to do some scouting for a new idol. After that, the goal is to make her becomes famous nationwide, or gain at least 10,000 fans within 1 year.

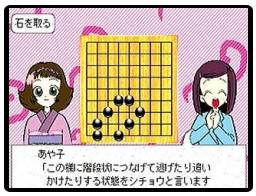
The bonus disc contains a collection of clips, movies, and photographs of the idol Yumie Suzuki.



Igo o Nintarou!

Developer Yuki Enterprise
Publisher DigiCube
Release date (jp) March 28, 2002
Genre Board game
Players 1-2 Players

Igo o Nintarou! was released as a budget title in the Nice Price series. The game has a mode for beginners and a tutorial, explaining the basic rules of the game



Idea Factory Collection
October 2001

Ikasama Cheating Mahjong

Developer Idea Factory
Publisher Idea Factory
Release date (jp) May 2, 2000
Genre Board game
Players 1 Player

Ikasama Cheating Mahjong is a mahjong game with a story mode where the player is a mahjong player. To advance in the game, he have to play in some illegal mahjong matchs. The game has some strange features, like all the players can try to cheat during a match, but if they get caught, they get punished.

Image Fight & X-Multiply

7.2

Developer Xing Entertainment
Publisher Xing Entertainment
Release date (jp) March 19, 1998
Genre Shooter
Players 1-2 Players

Image Fight & X-Multiply is a port of the two arcade games.

Image Fight was released one year after Irem's successful horizontal scroller, R-Type, and, although not directly related, the two games have some similarities.

X-Multiply is a horizontal shooter by Irem, also similar in style to R-Type.

ImageGun & TFX: Flight Maniac Set

Developer Digital Images Design, Tomcat System
Publisher Imageneer, Ocean
Release date (jp) November 29, 1996
Genre Action
Players 1 Player

ImageGun & TFX - Flight Maniac Set, also known as just TFX, is a somewhat realistic flight simulation where the player can fly an F-117A, Eurofighter 2000 or F-22 Superstar in various scenarios as a UN fighter pilot.

I'Max Shogi II

Developer I'Max
Publisher I'Max
Release date (jp) October 9, 1997
Genre Board game
Players 1-2 Players

I'max Shogi II is a Shogi game that feature a sort of "RPG-style mode". The game is playable for beginners and children as well as advanced players.

I-Mode Mo Issho

w/ i-Mode Cable
May 2001

Developer Bomber eXpress
Publisher SCEI
Release date (jp) May 24, 2001
Genre Software
Players 1 Player

What i have gathered, this is some sort of PocketStation software that could connect the PlayStation to a cell-phone. The software could make "business cards" for the phone. Compatible cell-phone models where NTT DoCoMo "F502it, N502it, P502i, 503i series". The Deluxe Edition included a i-Mode Cable that where used to connect the PlayStation to the cell-phone, i guess.

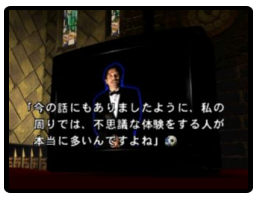
Reprint
August 2000

Inagawa Junji: Kyoufu no Yashiki

Developer Billiken Soft
Publisher Visit
Release date (jp) July 1, 1999
Genre Sound novel
Players 1 Player

Inagawa Junji - Kyoufu no Yashiki is a horror adventure game that stars the japanese actor Inagawa Junji, a predominant contemporary master storyteller of Japanese ghost tales.

There is no interaction in this game, players will just listen to different ghosts stories told by Inagawa Junji.



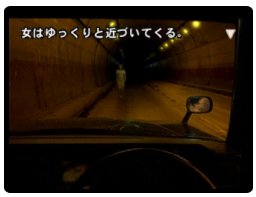
Reprint
July 2001

Inagawa Junji: Mayonaka no Taxi

Developer Billiken Soft
Publisher Visit
Release date (jp) July 13, 2000
Genre Sound novel
Players 1 Player

Inagawa Junji - Mayonaka no Taxi is a horror adventure game, and the sequel to Inagawa Junji - Kyoufu no Yashiki. The game stars again Inagawa Junji.

In this game, the player may make choises during the story, and depending of the player choices, the game will have different a ending.



Infinity

8.5

Developer KID
Publisher KID
Release date (jp) March 23, 2000
Genre Adventure
Players 1 Player

Infinity, also known as Never 7~the end of infinity, is a first person perspective adventure game. The story revolves around Makoto Ishidara, who wakes up one morning from a dream that a girl is going to die in a violent death in six days. He want to save her from the ominous destiny, but the problem is, he can't remember the details of his dream, so he don't remember who is the girl or where the death is going to happen.

5.9

Initial D

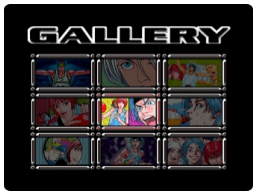
Developer Kodansha
Publisher Kodansha
Release date (jp) January 7, 1999
Genre Racing
Players 1-2 Player

Initial D is based on the manga by Shuichi Shigeno, and the long-running anime series. The story mode of the game covers events from Takumi's beginnings with plain Tofu runs, to Team Emperor's arrival in the Gunma prefecture.

The game includes three game modes: Story, Free running, and Practice.

PlayStation the Best
February 2000

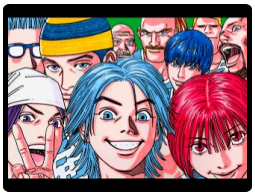
Inoue Takehiko: Buzzer Beater (Kouhen)



Developer Arc Entertainment
Publisher SCEI
Release date (jp) May, 27 1999
Genre Interactive comic
Players 1 Player

Inoue Takehiko - Buzzer Beater (Kouhen) is the second game based on the manga, Slam Dunk. The gameplay is an interactive comic book in which the player can only see the next scene or the previous one, the game has an autoplay mode and allow save anytime. The game features some interesting moving effects during the different scenes.

"kimsufi.com"



Inoue Takehiko: Buzzer Beater (Zenpen)

Developer Arc Entertainment
Publisher SCEI
Release date (jp) May, 27 1999
Genre Interactive comic
Players 1 Player

Inoue Takehiko - Buzzer Beater (Zenpen) is the first in the series based on the manga. The story revolves around a basketball team from Earth assembled to participate in an intergalactic basketball competition.

International Soccer: Excite Stage 2000

6.0

Developer	Epoch
Publisher	Epoch
Release date	(jp) August 24, 2000
Genre	Sports
Players	1-2 Players

International Soccer Excite Stage 2000 is a soccer game. It is the fifth game in the Excite Stage series and first for the PlayStation platform. Instead of Japanese club teams, this game features A (senior) and under-23 national teams from all around the world. The game is similar in gameplay to the previous three Super Famicom titles. The indoor and beach soccer are no longer available, however the training mode was kept.

Limited Edition
December 2001

Inuyasha RPG

6.3

Developer	Bandai
Publisher	Bandai
Release date	(jp) December 27, 2001
Genre	Role-playing game
Players	1 Player

Inuyasha RPG, also known as just Inuyasha, is a role-playing game based on the events of the Inuyasha manga and anime. Players work their way through various missions and stories that take place throughout the series.

Because this game wanted to follow the events of the series, there were some familiar moments, bu it did have to re-make some things in order to make it more into a video game.

Ippatsu Gyakuten: Keiba Keirin Pachinko Pachi-Slot Mahjong

Developer	Planning Office WADA
Publisher	Island Creation
Release date	(jp) January 10, 1997
Genre	Casino
Players	1 Player

Ippatsu Gyakuten - Keiba Keirin Pachinko Pachi-Slot Mahjong feature four types of gambling simulations. The four types include betting on horse racing, bicycle racing, boat races and pachi-slot.

8.0

Irem Arcade Classics

Developer Irem
Publisher I'Max
Release date (jp) July 26, 1996
Genre Compilation
Players 1-2 Players

Irem Arcade Classics is a very hard-to-find collection of retro arcade titles. The game brings three cult coin-op favorites to the PlayStation: 10-Yard Fight, Zippy Race, also known as MotoRace USA, and Kung-Fu Master, also known as Spartan X.

In addition to a simple menu for picking which game to play, the game also features customization options for each game

7.7

...Iru!

The Best Takaramono
August 1999

Developer Takara
Publisher Takara
Release date (jp) March 26, 1998
Genre Adventure
Players 1 Player

...Iru! is a first person survival horror game in the vein of Clock Tower and Echo Night in which one play as a young boy, trapped in a school with his schoolmates at night. As the friends are getting killed one by one, the goal is to escape this nightmare alive and to find out the truth behind the deaths.

In the game, players must hide from monsters in chase sequences to avoid getting killed.

7.0

iS: Internal Section

Developer Positron Co.
Publisher Square
Release date (jp) January 28, 1999
Genre Shooter
Players 1 Player

Internal Section is a "tube shooter" in the tradition of Tempest and S.T.U.N Runner. The game uses a flat shaded, untextured polygons to keep a high frame rate in the PlayStation's high resolution mode. Players have access to twelve different weapons, each named after a sign of the Chinese Zodiac. The in-game soundtrack is techno, and much like SCEI's Vib Ribbon, IS can dynamically change the environments based off of music CDs in certain modes.

Koei Teiban Series
August 2001

Ishin no Arashi

7.3

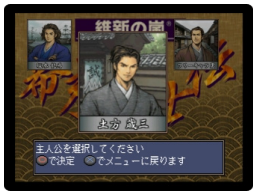
Developer Koei
Publisher Koei
Release date (jp) December 11, 1999
Genre Strategy
Players 1 Player

Ishin no Arashi is set during Bakumatsu period (around 1850 until the Meiji Restoration of 1867). This strategy game is somewhat similar to the better-known Romance of the Three Kingdoms series and other historical simulation games by the same company, but also differs from them by having much less complex diplomacy options and focusing the gameplay on navigation and individual encounters.

Koei
Summer Campaign
July 1999

Ishin no Arashi: Bakumatsu Shishiden

9.0



Developer Koei, Inis
Publisher Koei
Release date (jp) February 4, 1999
Genre Adventure, Strategy
Players 1 Player

• Ishin no Arashi Bakumatsu Shishiden is the second game, based on the NES Ishin no Arashi game, for the PlayStation.

In the game the player has to go around the town talking to different people to prepare the town defenses and also make trades, training, rest, go to the temples to pray, buy things, etc.

Itadaki Street: Gorgeous King

7.0

Developer Enix
Publisher Enix
Release date (jp) September 23, 1998
Genre Board game
Players 1-4 Players

Gourgeous King is the third title in the Itadaki Street series, and is essentially an expanded remake of the SNES game, Itadaki Street 2. Most of the characters and maps from the previous release have returned, along with eight new maps and a dozen new characters. The main new feature is a story mode called Sugoroku Town, which is based on the board game minigame from the Super Famicom version of Dragon Quest III, and the Official and Tournament modes from the previous edition also return.

6.0

Itsuka Kasanariau Ashita e: Sayuri Side

Developer	SCEI
Publisher	SCEI
Release date	(jp) August 26, 1999
Genre	Adventure, Simulation
Players	1 Player

Itsuka, Kasanariau Ashita e: Sayuri Side is a simulation game set in 2036 when humanity travels across the universe in space ships. When an alien army attack them, they set up a special team to fight against them. The player character, Sayuri, is a new cadet in the space military academy who wants to be part of the special team.

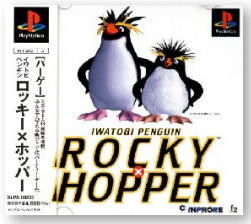
5.2

Itsuka Kasanariau Ashita e: Shirou Side

Developer	SCEI
Publisher	SCEI
Release date	(jp) August 26, 1999
Genre	Adventure, Simulation
Players	1 Player

This game is from the point of another character, Shirou, another new cadet in the space military academy. Shirou has to talk and improve his relationship with the others cadets and choose two of nine possible partners to be his team members. Depending on the answers the player give when he talk to other members, will better or worse his relations with them.

Iwatobi Penguin: Rocky X Hopper



Playstation the Best
November 1998

Developer	F2 Company
Publisher	Nippon Rental
Release date	(jp) April 25, 1997
Genre	Mini-games
Players	1-4 Players

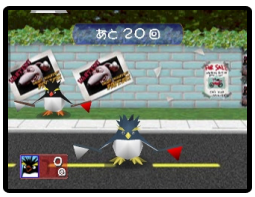
Iwatobi Penguin: Rocky × Hopper is a Japan-exclusive party game series consisting of two games for the PlayStation featuring two Macaroni Penguins named Rocky and Hopper originally designed by Polygon Pictures.

The game features various games modes: Story mode, where Rocky and Hopper are invited to be a challengers in a competition, Vs. Mode, Team mode, and Free Mode.

Iwatobi Penguin: Rocky X Hopper 2

Developer	Culture Publishers
Publisher	Culture Publishers
Release date	(jp) February 26, 1998
Genre	Mini-games
Players	1-4 Players

Rocky X Hopper 2, just like it's prequel, is a party game. Consisting of 12 mini games. The stars of the game are the two penguins, Rocky and Hopper, who run a detective agency. One day they get hired by Pinky the penguin to search for her lost cat. Seeing a possibility to earn a quick buck, Brownie joins in the search. During their adventure, the cat is kidnapped by a evil poodle scientist.



Inagawa Junji: Kyoufu no Yashiki

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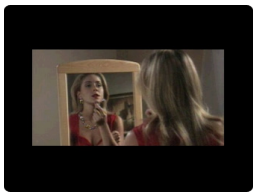
J.B. Harold: Blue Chicago Blues

6.0



Developer Riverhill Soft
Publisher Riverhill Soft
Release date (jp) November 22, 1997
Genre Adventure
Players 1 Player

Following Murder Club, this is another detective story about the fearless private investigator J.B. Harold. This time, an unknown woman in a red dress was murdered in Chicago.

The game is an interactive movie. Most of the player's time is spent watching movie footage. At certain points, the movie freezes, and the player is presented with a screen with two or more choices.

J-League Soccer: Jikkyou Survival League

8.0

Developer Tecmo
Publisher Tecmo
Release date (jp) December 22, 1999
Genre Sports
Players 1-2 Players

J-League Soccer - Jikkyou Survival League is a soccer game endorsed by the J.League. The game features different weather effects, stadiums, night and day time, J.League teams and the game modes: Friendly, J.League, Tournament, and Practice mode, where the player choose a team and practice all the game movements.

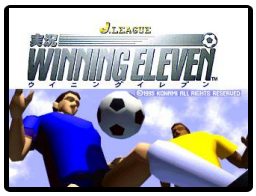
J.League Virtual Stadium '96

Developer EA Sports
Publisher Electronic Arts
Release date (jp) April 26, 1996
Genre Sports
Players 1-8 Players

J.League Virtual Stadium '96 is a soccer game that features information about the players of the teams of the 1996 J.League.

The game feature different camera angles and different game modes like friendly, league and cup modes.

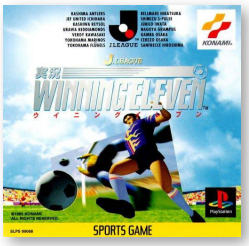
7.5



J.League Winning Eleven

Developer KCE Sapporo
Publisher Konami
Release date (jp) July 21, 1995
Genre Sports
Players 1-2 Players

This is the first title in the J-League Jikkyō Winning Eleven series. Players choose a Japanese club team, and then hit the field in the Exhibition or Full J-League season. No matter what mode they play, all of the rules of soccer apply: throw-ins, offsides, and penalties. For those who like to control every aspect of play, one can choose team strategies and formations. There is also multiplayer so one can challenge friends to see who is the master of the soccer pitch.



6.4

J.League Winning Eleven '98-'99

Developer KCE Sapporo
Publisher Konami
Release date (jp) December 3, 1998
Genre Sports
Players 1-2 Players

J.League Winning Eleven '98-'99 is the officially licensed action soccer game based on the second stage of the 1998 J.League season. It is the follow-up to J.league '97 and Winning Eleven 3.

New features over J.League Winning Eleven 3 are the different commentator by Yu Manabe, one new team has been added, the recently promoted Consadole Sapporo. The Jomo Cup was also added. And video clips for the opening and credit screens.

7.3

J.League Winning Eleven 2000

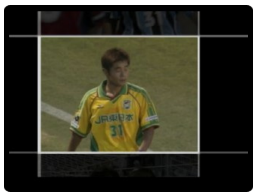
Developer KCE Sapporo
Publisher Konami
Release date (jp) June 29, 2000
Genre Sports
Players 1-4 Players

J.League Winning Eleven 2000 is the officially licensed action soccer game based on the second stage of the 1998 J.League season. It is the follow-up to J.league '98-99.

New features over J.League Winning Eleven 98-99 where better graphics and playability, improved players' movements - Injuries of the players, referees are more severe, and the possibility to play with shirts with short sleeves or long sleeves.

J.League Winning Eleven 2000 2nd

6.0



Developer	KCE Sapporo
Publisher	Konami
Release date	(jp) November 30, 2000
Genre	Sports
Players	1-4 Players

J.League Winning Eleven 2000 is the officially licensed action soccer game and features the updated teams of the season 2000-2001.

Game Modes include: Exhibition, J.League, Cup Mode, Special Match, P.K.: Penalty Kick Match, Training, and Masters Cup, that is unlocked after winning the J.League.

J.League Winning Eleven 2001

9.0

Developer	KCE Sapporo
Publisher	Konami
Release date	(jp) June 21, 2001
Genre	Sports
Players	1-4 Players

J.League Winning Eleven 2001 is the officially licensed action soccer game based on the 2001 J.League season. It is the follow-up to J.league 2000 2nd.

The game only features club teams (no national teams) and teams from both tiers of the J. League totalling 28 teams. The game also features seven foreign teams from the European football leagues.

JailBreaker

6.5

Developer	Highwaystar
Publisher	NEC Interchannel
Release date	(jp) March 6, 1999
Genre	Action-adventure
Players	1 Player

Jailbreaker is primarily an adventure game. The gameplay mostly consists of exploring a prison and its surroundings, picking up clues, talking to characters to gain information, etc. There are no real puzzles in the game; most of the time it is just necessary to initiate certain conversations to trigger events or pick up specific items for later usage. There are also some action-based segments in the game, including a few combat sequences, situations which require quick movement, and timed events.

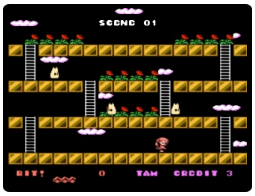
Jaja-Uma Quartet: Mega Dream Destruction

Developer	Studio ox, ARTSCAPE
Publisher	GMF
Release date	(jp) September 10, 1998
Genre	Tactical role-playing game, Card battle
Players	1 Player

Jaja-Uma Quartet - Mega Dream Destruction is based on Wild Cardz, a two-episode Japanese direct-to-video anime by Yasuchika Nagaoka. The story revolves around The Card Kingdom, a prominent land that is taken over by invaders. Now it is up to the Crown Knights to push back the invaders and protect their land.

6.5

Jaleco Collection vol.1



Developer	Pacific Century Cyber Works
Publisher	Pacific Century Cyber Works
Release date	(jp) October 23, 2003
Genre	Compilation
Players	1-2 Players

The Jaleco Collection contains seven NES classics:

- Argus
- City Connection
- Exerion
- Field Combat
- Formation Z
- Ninja Jajamaru-kun
- Yousei Monogatari RodLand.

7.0

Jang Jang Koi Shimashow: Lovely Pop 2 in 1

Developer	Visco
Publisher	Visco
Release date	(jp) February 26, 1998
Genre	Board game, Cards
Players	1 Player

Jang Jang Koi Shimashow - Lovely Pop 2 in 1 is a mahjong and hanafuda game where the player play against different girl.

The game is a collection of both Jang Jang Koi Shimashow - Separate 2 and Jang Jang Koi Shimashow - Separate 1.

Jang Jang Koi Shimashow: Separate 1 - Jang Jang Shimashow

6.0

Developer	Visco
Publisher	Visco
Release date	(jp) April 27, 2000
Genre	Board game
Players	1 Player

Jang Jang Koi Shimashow - Separate 1 - Jang Jang Shimashow is a mahjong game in which the player takes the role of a young man that work at a manager office and his boss will let him meet some of the stars so he can try to date her after winning some mahjong matchs.

Jang Jang Koi Shimashow: Separate 2 - Koi Koi Shimashow

5.0

Developer	Visco
Publisher	Visco
Release date	(jp) April 27, 2000
Genre	Cards
Players	1 Player

Jang Jang Koi Shimashow - Separate 2 - Koi Koi Shimashow is a hanafuda game in which the player takes the role of young student in high school that will have to play different hanafuda games to win the heart of four girls of his school.

The game features two game modes: Story mode and Free Play Mode. There is also a hanafuda tutorial.

Fukyuuban 1500 Series
November 1999

Janhai Yuugi '99: Tanuki no Kawazanyou

Developer	Warashi
Publisher	Media Rings
Release date	(jp) December 17, 1998
Genre	Board game
Players	1 Player

Janhai Yuugi '99 - Tanuki no Kawazanyou is a 2D mahjong game where the player take the role of a man that wants to become the king of mahjong in his city. One day he finds a lost wallet that takes him to a mahjong school where he will start his journey to earn money and become the city's mahjong champion.

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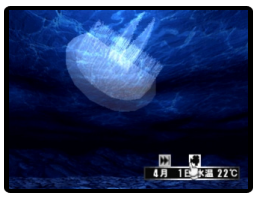
Jellyfish: The Healing Friend



Developer Visit
Publisher Visit
Release date (jp) September 28, 2000
Genre Simulation
Players 1 Player

Jellyfish the Healing Friend let's the player follow the life and times of a deep depths jellyfish that moves by way of water propulsion. Players can learn about the life cycle of their nebulous charge in this simulation where they attempt to raise a wild sea creature. Moderate water temperature, a regular feeding schedule and other factors will all contribute to their success or failure.

"kimsufi.com"

5.5

Jet de Go! Let's Go By Airliner

JAL Printing
February 2000

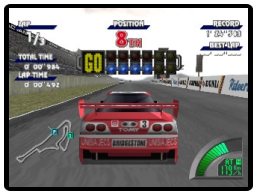
Developer Racdym
Publisher Taito
Release date (jp) February 3, 2000
Genre Simulator
Players 1 Player

Jet de GO! is a spin-off from the famous Densha de GO! series by Taito. Instead of trains, this title focus exclusively on flying planes. Players can take off and land with a J-31 business jet, a mid-range Boeing 767 or a long haul Boeing 747. The game modes include Flight mode, Cruise mode and Lesson mode.

"mobygames.com"

6.6

JGTC: All-Japan Grand Touring Car Championship

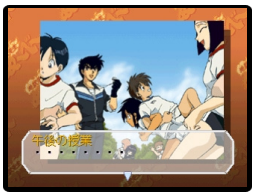


Developer Digital Frontier
Publisher TYO, Digital Frontier
Release date (jp) June 18, 1998
Genre Racing
Players 1-2 Players

This is the second game based on the Japanese Touring Car Championship for the PlayStation. Instead of the top isometric view, this game uses a 3D view and features different teams and the game modes free racing and championship, as well as different driving modes.

Jigoku Sensei NuBe

7.5



Developer	Tose Software
Publisher	Bandai
Release date	(jp) May 16, 1997
Genre	Adventure
Players	1 Player

Jigoku Sensei NuBe is based on the anime series of the same name. Nube is a clumsy, easygoing, and very kind teacher, but he hold a secret under his glove on the left hand. He has a monster hand, and he also has the ability to sense ghosts and evil spirits. So he protects his students from these evil spirits with his monster hand.

MajorWave 1500
October 2001

Jigsaw Land: Japan Graffiti

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software
Release date	(jp) September 13, 1996
Genre	Puzzle
Players	1-4 Players

Jigsaw Island is a jigsaw puzzle, and the third title in Nippon Ichi's jigsaw series. As in Jigsaw Party and Jigsaw World, it combines the jigsaw puzzle with elements of arcade puzzle games, tasking two players (or a player and the computer) with solving a set of puzzles as quickly as possible. Pieces are supplied to each player in a specific order, and there are also power-ups that can be used to hinder the other player.

Jikki Pachi-Slot Tettel Kouryaku: Speed-Cr Kinkakuji 3

Developer	Culture Publishers
Publisher	Culture Publishers
Release date	(jp) August 20, 1998
Genre	Casino
Players	1 Player

Jikki Pachi-Slot Tettel Kouryaku - Speed-Cr Kinkakuji 3 is a slot simulation game that features two slots machines; Speed CR and Kinkakuji 3.

Jikki Pachi-Slot Tettei Kouryaku: Yamasa Collection

Developer	Culture Publishers
Publisher	Culture Publishers
Release date	(jp) March 26, 1998
Genre	Casino
Players	1 Player

Jikki Pachi-Slot Tettei Kouryaku - Yamasa Collection is a slot simulation game that features four slots machines; New Pulsar, Wai 2 Pulsar, Tan Tan Tanuki and Kerokero Pulsar.

Jikkyou Golf Master 2000

Konami the Best
February 2001

Developer	KCE Nagoya
Publisher	Konami
Release date	(jp) March 30, 2000
Genre	Sports
Players	1-4 Players

Jikkyou Golf Master 2000 is a 3D Golf game featuring more than 80 different golf players from the official Japan Golf Tour. The game also features game commentary by Akira Asaoka.

The game comes with several different game modes: Vs. Mode, Tournament, Match Play, Stroke, and Training.

Jikkyou Oshaberi Parodius: Forever with me

8.4

Developer	Stone Heads
Publisher	Konami
Release date	(jp) December 20, 1996
Genre	Shooter
Players	1-2 Players

Jikkyō Oshaberi Parodius is the third in the Parodius series. It retains the same gameplay and humorous elements that substantiated the first two games. Gameplay itself is a parody of Konami's famous Gradius series; the screen scrolls from left to right (most times) and the player manoeuvres a flying character around the screen destroying waves of enemies and avoiding obstacles. The game comes with sixteen different characters to choose from.

Ketteiban Version
July 14, 1995

Jikkyou Pawafuru Puroyakyu ‘95 Kaimakuban

6.5

Developer Konami, Diamond Head
Publisher Konami
Release date (jp) December 22, 1994
Genre Sports
Players 1-2 Players

Jikkyou Pawafuru Puroyakyu or Jikkyou Powerful Pro Yakyu, also known simply as Power Pro, is a traditionally Japan-only baseball series created by Konami. It is known for its big-headed characters, and addictive arcade-style gameplay.

The difference between the Kaimakuban and Ketteiban release are just new players and teams stats updated for the new season.

Jikkyou Pawafuru Puroyakyu ‘97 Kaimakuban

Developer Diamond Head
Publisher Konami
Release date (jp) August 28, 1998
Genre Sports
Players 1-2 Players

Jikkyou Pawafuru Puroyakyu ‘97 Kaimakuban continues the series style of graphic design and gameplay.

The Success Mode is the game’s most compelling feature, combining role-playing game and life simulation games elements with the baseball sport. The basic objective is to train a generic Pawapurokun to become a professional baseball player.

Ketteiban Version
December 23, 1998

Jikkyou Pawafuru Puroyakyu ‘98 Kaimakuban

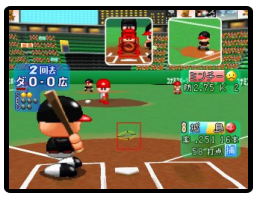
8.1

Developer Konami, Diamond Head
Publisher Konami
Release date (jp) July 23, 1998
Genre Sports
Players 1-2 Players

Jikkyou Pawafuru Puroyakyu ‘98 is the third game in the long running baseball series.

The first version released of this game was released as a 2 CD set including a demo CD called Metal Gear Solid Pilot Disc.

8.0



Jikkyou Pawafuru Puroyakyu '99 Kaimakuban

Developer Konami, Diamond Head
Publisher Konami
Release date (jp) July 22, 1999
Genre Sports
Players 1-2 Players

In the game mode Mylife, the player can use created characters (or an NPB player) to play in the NPB, with another series of events, though there are no characters from success mode that appears in it. The difficulty will change according to the performance given in the game.

Ketteiban Version
December 25, 1999

7.0

Jikkyou Pawafuru Puroyakyu 2000 Kaimakuban

Developer Konami, Diamond Head
Publisher Konami
Release date (jp) July 19, 2000
Genre Sports
Players 1-2 Players

Jikkyou Pawafuru Puroyakyu 2000 is the fifth game in the series and features much of the same gameplay and game modes, including Vs. mode, practice, tournament and season.

Ketteiban Version
December 21, 2000

9.0

Jikkyou Pawafuru Puroyakyu 2001 Kaimakuban

Developer Konami, Diamond Head
Publisher Konami
Release date (jp) July 6, 2001
Genre Sports
Players 1-2 Players

Jikkyou Pawafuru Puroyakyu 2001 is the sixth game in the series and feature the usual gameplay and game modes, such as Vs. mode, practice, tournament and season.

The populare Success Mode are remade as "Doramatikkupenanto."

Ketteiban Version
December 20, 2001

Jikkyou Pawafuru Puroyakyu 2002 Haru

Developer Konami, Diamond Head
Publisher Konami
Release date (jp) March 14, 2002
Genre Sports
Players 1-2 Players

Jikkyou Pawafuru Puroyakyu 2002 is the seventh game in the series and feature again the usual gameplay and game modes, such as Vs. mode, practice, tournament and season.

New to the series, other than the usual updated statistic and stuff, is a new uniform... Sounds intense.

Jikkyou Pawafuru Puroyakyu 2003 Premium-Ban

5.5

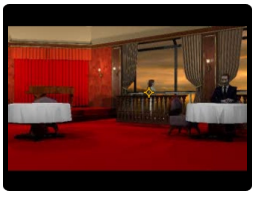
Developer Konami, Diamond Head
Publisher Konami
Release date (jp) January 23, 2003
Genre Sports
Players 1-2 Players

Jikkyou Pawafuru Puroyakyu 2003 Premiumban was the last game in the long running baseball series for the PlayStation. The game comes with the different game modes, such as Vs. mode, practice, tournament and season.

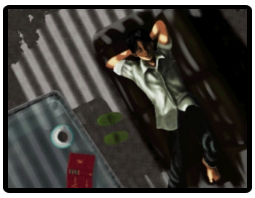
Jikuu Tantei DD: Maboroshi no Lorelei

Developer System Sacom
Publisher ASCII Entertaiment
Release date (jp) June 27, 1996
Genre Adventure
Players 1 Player

Jikuu Tantei DD is a detective noir adventure game with a futuristic setting. The game is one big cinematic drama which plays as an interactive movie. The story takes place aboard the zeppelin ship Lorelei. In 2238 human race got the freedom to use the ability to travel back in time, which eventually led to the emergence of crime. The player are Raizou Narukami, a detective who runs an agency that specializes in space-time crimes.



Jikuu Tantei DD2: Hangyaku no Apsara



Developer System Sacom
Publisher ASCII Entertaiment
Release date (jp) August 27, 1998
Genre Adventure
Players 1 Player

Jikuu Tantei DD2 - Hangyaku no Apsaras is the sequel to Ascii's Jikkuu Tantei. The game features again the vampire detective, but instead of a sequel the game plays like a prequel, taking place 7 years before the first game.

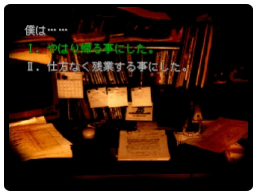
7.6

Jingle Cats: Rabupara Daisakusen No Kan

Developer SCEI
Publisher SCEI
Release date (jp) July 16, 1998
Genre Strategy
Players 1 Player

In Jingle Cats, the player live with some cats and the task is to help them get along. The player have to get the two specific cats to get along and become friends, later, more cats get introduced as the player progress, making it more and more difficult to get them get along.

Jiro Akagawa: Majotachi no Nemuri - Fukkatsu Matsuri



Developer Office Create
Publisher Victor Entertaiment
Release date (jp) April 15, 1999
Genre Adventure
Players 1-2 Players

Jiro Akagawa - Majotachi No Nemuri - Fukkatsu Matsuri is a first person perspective adventure, or sound novel, based on stories by horror author Jiro Akagawa. The player takes the role of a private investigator that takes paranormal cases on witches and ghosts.

PSOne Books
December 2002

Jissen Pachi-Slot Hisshousou! 5

Developer MaxBet
Publisher Sammy Entertainment
Release date (jp) November 27, 1997
Genre Casino
Players 1 Player

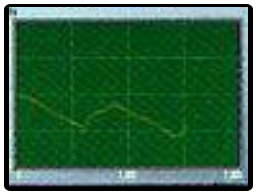
Jissen Pachi-Slot Hisshousou! 5 is a slot simulator featuring the three slot machines: Ultra Seven, Final Bunny, and New Big pulsar.

Jissen Pachi-Slot Hisshousou! Disc Up

Developer Sammy Entertainment
Publisher Sammy Entertainment
Release date (jp) May 17, 2001
Genre Casino
Players 1 Player

Jissen Pachi-Slot Hisshousou! Disc Up is another slot simulator game.

X.X



SuperLite 1500 Series
October 28, 1999

Jissen Pachi-Slot Hisshouhou!: Sammy Revolution

Developer Sammy Entertainment
Publisher Sammy Entertainment
Release date (jp) June 25, 1998
Genre Casino
Players 1 Player

Jissen Pachi-Slot Hisshouhou! - Sammy Revolution, also known as Pachisuro! Sammy Revolution, is a pachi-slot game that features the five gambling machines; Ultraman Club 3, Matsuri, Tequila, Haunted Party 2 and BC20000, with a zoom function.

Jissen Pachi-Slot Hisshouhou!: Sammy Revolution 2

Developer Sammy Entertainment
Publisher Sammy Entertainment
Release date (jp) April 8, 1999
Genre Casino
Players 1 Player

Jissen Pachi-Slot Hisshouhou! - Sammy Revolution 2, also known as Pachisuro! Sammy Revolution 2, is a pachi-slot game that features the six gambling machines: Japan 2, Melon Panic, Royal Bar 2, Wappers, Kappappa, and Binbin Kamisama, with the usual zoom function.

Jissen Pachi-Slot Hisshousou! Single: Epsilon R

Developer MaxBet
Publisher MaxBet
Release date (jp) October 28, 1999
Genre Casino
Players 1 Player

Jissen Pachi-Slot Hisshousou! Single - Epsilon R is a slot machine game.

The reason slots machines is called pachinko slot machines in Japan, is because gambling are illegal in Japan. Therfore, slot machines don`t pay out coins, but pachinko balls instead, that winners can trade in prizes.

9.0

Jissen Pachi-Slot Hisshousou! Single: Kamen Rider & Gallop

Developer Sammy Entertainment
Publisher MaxBet
Release date (jp) October 28, 1999
Genre Casino
Players 1 Player

Jissen Pachi-Slot Hisshousou! Single - Kamen Rider & Gallop feature the two slot machines Masked Rider and Gallop. The game also has the usual zoom function.

Jissen Pachi-Slot Hisshousou! Single: Kamen Rider V3

9.0

Developer	Sammy Studios
Publisher	MaxBet
Release date	(jp) October 28, 1999
Genre	Casino
Players	1 Player

Jissen Pachi-Slot Hisshouhou! - Kamen Rider V3 is a pachi-slot game that features the slot machine of the same name. The game also features a Challenge Mode.

Jissen Pachi-Slot Hisshousou! Single: Kanfuredi

Developer	MaxBet
Publisher	MaxBet
Release date	(jp) February 3, 2000
Genre	Casino
Players	1 Player

Jissen Pachi-Slot Hisshousou! Single - Kanfuredi is a slot mahine game with the usual features.

Jissen Pachi-Slot Hisshousou! Single: Sea Master X

Developer	MaxBet
Publisher	MaxBet
Release date	(jp) November 11, 1999
Genre	Casino
Players	1 Player

Jissen Pachi-Slot Hisshousou! Single - Sea Master X is another slot mahine game with the usual features.

Jissen Pachi-Slot Hisshousou! Single: Super Star Dust 2

Developer	Culture Publishers
Publisher	Culture Publishers
Release date	(jp) February 17, 2000
Genre	Casino
Players	1 Player

Jissen Pachi-Slot Hisshousou! Single - Super Star Dust 2 features the Super Star Dust 2 pachinko machine, originally released by Olympia in 2001.

Jissen Pachi-Slot Hisshousou! Single: The Kingdom

Developer	MaxBet
Publisher	MaxBet
Release date	(jp) February 3, 2000
Genre	Casino
Players	1 Player

Jissen Pachi-Slot Hisshousou! Single - The Kingdom is another slot mahine game with the usual features.

Jitsumei Jikkyou Keiba Dream Classic

8.0

Developer	Bandai
Publisher	Bandai
Release date	(jp) May 18, 2000
Genre	Manager
Players	1 Player

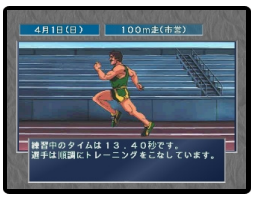
Jitsumei Jikkyou Keiba Dream Classic is a mix between a horse breeding and a racing game where the player takes the role of a horse breeder. The player can compete in races with the horses he buys, but the gameplay is just simulation and gambling, the player can’t control the horse during the races.

Jockey Zero

Developer Right Stuff
Publisher Right Stuff
Release date (jp) November 1, 1996
Genre Racing
Players 1 Player

Jockey Zero puts the player in the role as a jockey. The goal of the game is to become the champion of jockeys, and during the game, the player can also fall in love with the assistant girl.

The game features more than 1500 different horses.



Jounetsu * Nekketsu Athletes: Nakimushi Coach no Nikki

6.0

Developer Asmik Ace Entertainment
Publisher Asmik Ace Entertainment
Release date (jp) September 10, 1997
Genre Sports, Simulation
Players 1-2 Players

Jounetsu Nekketsu Athletes: Nakimushi coach no nikki is an athletic simulation with lots of training and practice with the goal of going into a competition and try for gold.

The game events include: 100 metres, 110 metres hurdles, High Jump, Long Jump, Triple Jump, and Hammer Throw.

J's Racin'

Developer TYO
Publisher Digital Frontier
Release date (jp) September 25, 1997
Genre Racing
Players 1-2 Players

J'S Racin' is licensed by J'S Racing, a Osaka tuning shop specializing in Honda automobiles, and features different game modes and cars to drive. The player can also tune his car before each race.

Junclassic C.C. & Rope Club

Developer	T&E Soft
Publisher	T&E Soft
Release date	(jp) April 23, 1998
Genre	Sports
Players	1-4 Players

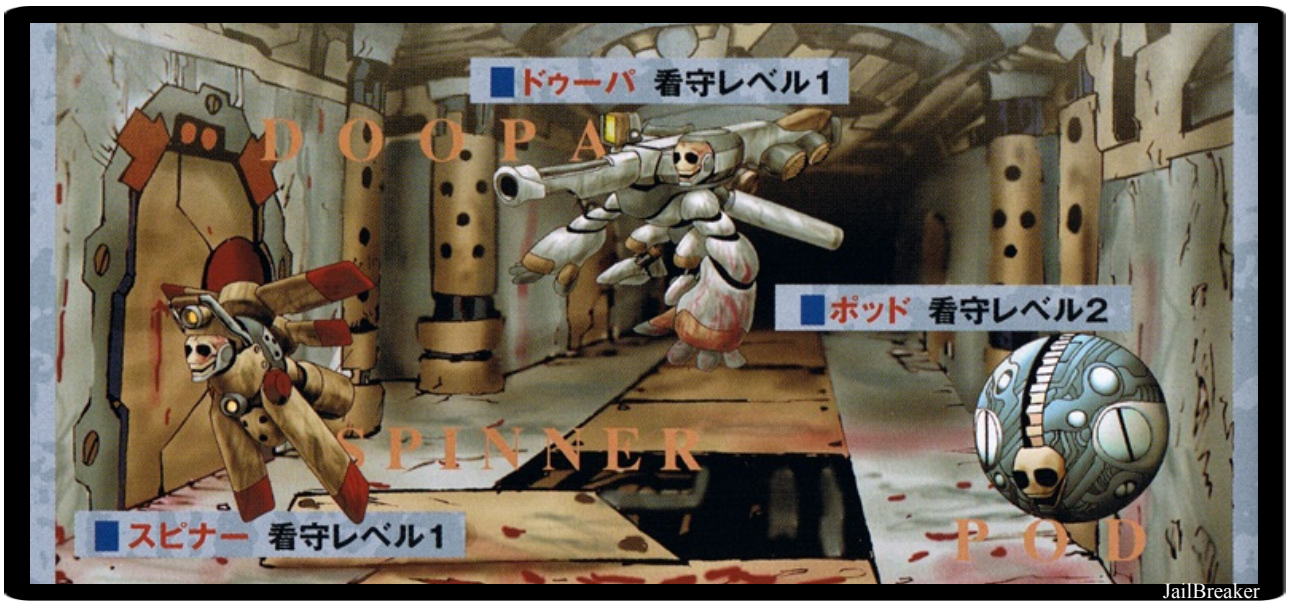
Junclassic C.C. & Rope Club is a golf game also released for the Sega Saturn. The game features two different courses, each of them with three different routes.

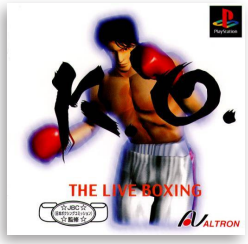
The game also features several different game modes: J & R Tournament Mode, Handicap Mode, 1 Day Tournament, Skins Game Mode, Free Golf, and Practice.

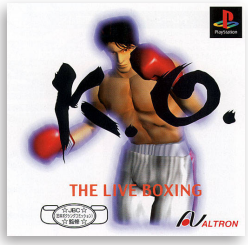
Jungle Park

Developer	Emotion
Publisher	Digitalogue
Release date	(jp) February 26, 1998
Genre	Adventure, Mini-games
Players	1 Player

In Jungle Park, the player controls a monkey in the amusement park, Jungle Park. The character wander around the park, interacting with everything that surrounds him and playing mini-games. There is no story, but some parts of the park won't be opened until the player makes different actions. To reach some places, the player can travel using a train, balloon, canoe, etc.







Capcom Game Books
April 2000

K.O. The Live Boxing

5.0

Developer Altron
Publisher Altron
Release date (jp) June 4, 1998
Genre Sports
Players 1-2 Players

KO The Live Boxing combines the simulation aspects of Boxer's Road with the 3D action of Center Ring Boxing. The game is not just boxing, players can choose all their boxers stats, likeheight, weight, looks, etc, and train him in different ways. Another feature of the game is that player can ask the mafia for a loan, bet on illegal fights, etc.

"kimsufi.com"

K-1 Ouja ni Narou!

9.0

Developer Daft
Publisher Xing Entertainment
Release date (jp) March 30, 2000
Genre Fighting
Players 1-2 Players

K-1 Ouja ni Narou! is a kickboxing game where the player can create, customize or choose a default player and compete in different kind of tournaments.

The game features different camera angles, different game modes, a third person perspective, and is also PocketStation compatible.

K1 World Grand Prix 2001 Kaimakuban by Xing

6.0

Developer Xing Entertainment
Publisher Konami
Release date (jp) March 29, 2001
Genre Sports
Players 1-2 Players

K1 World Grand Prix 2001 Kaimakuban by Xing are based on the multi-discipline martial arts fest, K1, courtesy of Xing. The game features real contestants realised in full 3D.

7.6

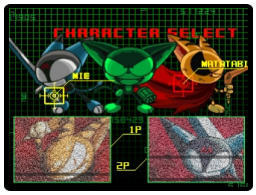
Kaeru No Ehon: Adventure For The Lost Memories

Developer Infinity
Publisher Victor Interactive Software
Release date (jp) October 21, 1999
Genre Role-playing game, Simulation
Players 1 Player

Kaeru no Ehon is a classic 2D RPG where the player choose between a male or a female main character. First, the player has to train his character, choosing different kind of jobs, like sword master, buffon, music player, blacksmith, knife thrower, etc., or study different subjects. After that, the player explore the world and fight against different kind of monsters.

Reprint
November 2000

6.1



Kaettekita Cyborg Kuro-Chan

Developer Konami
Publisher Konami
Release date (jp) November 28, 2002
Genre Platformer
Players 1-2 Players

Kaettekita Cyborg Kuro Chan is part of Konami's 3900 yen series of budget original games for the PlayStation. The game puts one or two players in role of a mangy house cat, a futuristic feline, or a ronin tabby. The trio is up against a interesting mix of cyborg cats, Japanese spirits, a greasy little guy who smiles alot, and men in cat suits, to name a few.

7.0

Kaettekita Pachiokun Dream Collection

Developer Coconuts Japan
Publisher Coconuts Japan
Release date (jp) July 2, 1998
Genre Casino
Players 1 Player

Kaettekita Pachiokun Dream Collection is a pachinko slot machine game.

SuperLite 1500 Series
October 1999

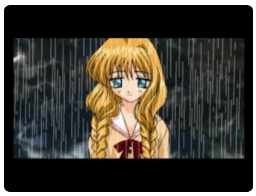
Limited Edition
April 1999

Kagayaku Kisetsu e

Developer KID
Publisher KID
Release date (jp) April 1, 1999
Genre Adventure, Dating sim
Players 1 Player

One: Kagayaku Kisetsu e is a visual novel. The interaction is reduced to occasional moments when the player is prompted to make a choice for the protagonist, splitting the storyline into different branches, and eventually reaching one of the several different endings.

The initial PC release has scenes with explicit adult content. These were removed in the console version, which also added voice acting for the game's characters.



Kaibutsu Monster Para*Dice

Developer Make Software
Publisher Make Software
Release date (jp) July 17, 1997
Genre Board game, Role-playing game
Players 1-8 Players

Kaibutsu Para-Dice - Monster Paradise put the player in the role of a treasure hunter. He travel to Charles the Pudding the 13th to get the treasure that are inside it.

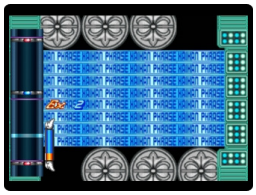
The gameplay is classic board game with four different characters to choose from.

Kaijuu Senki

Developer Produce!
Publisher Produce!
Release date (jp) November 15, 1996
Genre Tactical role-playing game
Players 1-2 Players

Kaijuu Senki is a tactical RPG where the player takes the role of a man in a fantasy world. The game is divided in different stages in which the player have to defeat different monsters to advance in the game.

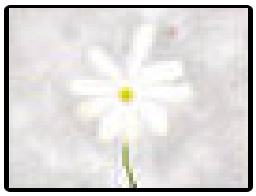
Kaikan Phrase: Datenshi Kourin

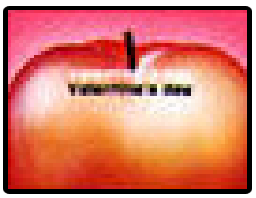


Developer	Enix, Produce!
Publisher	Enix
Release date	(jp) February 24, 2000
Genre	Music
Players	1-2 Players

Kaikan Phrase is a music simulation game, much like the Beat Mania series. The story revolves around a music band called Aucifer on their road to stardom. To accomplish their goal they have to sing in some places and the player will have to help them.

Kain no Tanoshi Mail





Developer	The Second
Publisher	The Second
Release date	(jp) February 3, 2000
Genre	Simulation
Players	1 Player

Could not find a single comment on the game. Only pictures i found are those from the back of the game package. Could not say what kind of weird Japanese games this is from those pictures. Something weird i guess.

The game is compatible with the PocketStation.

Kaishin! Derby Analyst

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) December 21, 2000
Genre	Simulation
Players	1 Player

Kaishin! Derby Analyst is a horse racing gambling game originally released on the PC and Sega Saturn.

Kaitai Eddy

Developer	Increment-P
Publisher	Increment-P
Release date	(jp) July 27, 2000
Genre	Software
Players	1 Player

This is a software for mobile phones. The user can write down phone number, e-mail address, etc., and transfer them to the phone with the PocketStation as a back-up. It is also possible to create music that can be transfered to the phone.

Limited Edition
January 1999

Kaitohranma Miyabi

6.5

Developer	Imadio
Publisher	Imageneer
Release date	(jp) January 21, 1999
Genre	Adventure, Simulation
Players	1 Player

The player control female characters that train and interact along side other female warriors in a fencing training hall. The player can also visit the town and talk to the people. Depending on the choices, the character stats will increase or decrease.

Kaitou Apricot

Developer	KID
Publisher	KID, Takuyo
Release date	(jp) May 22, 2003
Genre	Adventure, Mini-games
Players	1 Player

Kaito- Apricot is a visual novel. The main character of the game is Anzu Mochizuki. Mochizuki is a high-school student but she also have a secret identity as the Thief Apricot. The game begins with Mochizuki 17th birthday and the day she will finally gain the title of thief Apricot. But her mother told her that before she can use his family title of Kaitou Apricot she must pass some tests.

7.1

Kakinoki Shogi

Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) December 22, 1994
Genre Board game
Players 1-2 Players

Kakinoki Shogi is a shogi game and the first in the series for the PlayStation. The game was also released for the SNES, PC, Saturn and 3DO, and features different difficulty levels that allows novice to expert enjoy this shogi simulation. The game also features Japanese voice acting.

Kakinoki Shogi II

Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) March 26, 1998
Genre Board game
Players 1-2 Players

Kakinoki Shogi II is a shogi game that features different difficulty levels for both novices to experts. The game also features Japanese voice acting.

ASCII
Casual Collection
October 2000

5.8

Kakugee Yarou: Fighting Game Creator

Developer Outback, D.A.S.T
Publisher Increment P Corp.
Release date (jp) February 17, 2000
Genre Fighting, Constructing
Players 1-2 Players

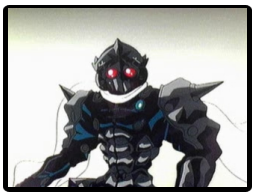
Kakuge Yarō is a fighting game construction set similar to Fighter Maker. Players choose from one of seven characters, then change their attributes, moves, colors, face, and overall style as they see fit. Then, take the custom-made fighter and fight against the CPU or another player.

Kakugo no Susume

6.0

Developer Tomy
Publisher Tomy
Release date (jp) March 28, 1997
Genre Fighting
Players 1-2 Players

Kakugo no Susume is a fighting game based on the anime and manga, Apocalypse Zero. The game feature a Vs. mode for up to two human players, and a story mode.



PlayStation the Best
January 1999

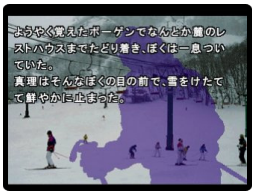
Kamaitachi no Yoru Tokubetsu-Hen

8.2

Developer Astroll
Publisher Chunsoft
Release date (jp) December 3, 1998
Genre Sound novel
Players 1 Player

Banshee's Last Cry, like Sound Novel Evolution 1: Otogirisō Sosei-hen, is an enhanced remake of a SNES game. This version features improved graphics, as well as a flow chart that allows the player to keep track of and re-watch the scenarios previously played. Two new stories have been added, with new ways to unlock both these new scenarios and the parodies scenarios. More background information is also available for the protagonists.

"mobygames.com"



PlayStation the Best
June 1999

Kamen Rider

7.4

Developer KAZe
Publisher Bandai
Release date (jp) October 1, 1998
Genre Beat'em Up
Players 1-2 Players

Karmen Rider is based on the tokusatsu superhero television series and weekly science fiction manga created by manga artist Shotaro Ishinomori. The game features characters from the original series, and the characters in the game use the original voice actors from the series.

The game features several different game modes: 1P Game, 2P Game, Team Battle, Survival Mode, among others.

7.6

Kamen Rider Agito

Developer KAZe
Publisher Bandai
Release date (jp) November 29, 2001
Genre Fighting
Players 1-2 Players

Based on the Masked Rider AGITO, the first series to feature more than one Kamen Rider as the main character at the same time, players follow three parts of a whole story: Kamen Rider Agito's Story Mode, Kamen Rider Gills' Story Mode and finally Kamen Rider G3's Story Mode. Each has their own story to tell but one evil to face.

Bandai the Best
February 2003

7.2

Kamen Rider Kuuga

Developer KAZe
Publisher Bandai
Release date (jp) December 14, 2000
Genre Fighting
Players 1-2 Players

Karmen Rider Kuuga is a fighting game. The controls are simple. It has a punch, kick, jump and special button. The special button when pressed, activates the characters special moves which will take huge chunks of life out the opponents, something that makes the game very easy.

Bandai the Best
march 2002

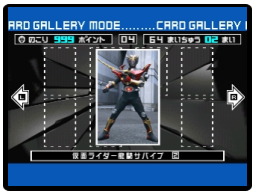
7.7

Kamen Rider Ryuki

Developer Digifloyd
Publisher Bandai
Release date (jp) November 28, 2002
Genre Fighting
Players 1-2 Players

Karmen Rider Ryuki takes the fighting gameplay of the other in the series to another place, as this game feature a card battle system in the hand-to-hand combat. The cards provide players with new weapons, shields to lower damage and they can even summon monsters. Each character has different set of cards, but they are not random. That makes some characters better than the others.

"kimsufi.com"



Bandai the Best
June 2002

Kamen Rider V3

7.4

Developer KAZe
Publisher Bandai
Release date (jp) September 14, 2000
Genre Fighting
Players 1-2 Players

Kamen Rider V3 is another fighting game in the Kamen Rider series. The story of Kamen Rider V3 has Kazami Shiro, a 22-year-old biochemistry major, who got critically wounded. When he is dying in the arms of Kamen Rider, he transform Kazami into Kamen Rider V3.

Kanako Enomoto Junk Brain Diagnosis

Developer Exit
Publisher Oracion
Release date (jp) March 25, 1999
Genre Mini-games
Players 1-8 Players

Kanako Enomoto Junk Brain Diagnosis is a collection of mini games that allows one player mode or a group mode with up to 8 players using the multitap controller. The goal of the game is to pass the different diagnosis to determinate if the player is sane or not.

Kanazawa Shogi ‘95

Developer Nihon Shogi Network
Publisher Seta Corporation
Release date (jp) April 21, 1995
Genre Board game
Players 1-2 Players

Kanazawa Shogi ‘95 is a shogi game that bears the name of Kanazawa Shinichiro, a three year winner of the Computer Shogi Championship.

Kanazawa Shogi Tsuki

Developer Seta Corporation
Publisher Seta Corporation
Release date (jp) May 20, 1999
Genre Board game
Players 1-2 Players

Kanazawa Shogi Tsuki is a shogi game that feature a variety of game modes, including a board editing feature. The game is playable for both beginners and advanced players

Karan Koron Gakuen: Byuarabu Hen

Developer J-Wing
Publisher J-Wing
Release date (jp) April 20, 2000
Genre Board game
Players 1 Player

Karan Koron Gakuen a series of games featuring board game and girl interaction. In Byuarabu Hen, the player start by choosing one of three characters to play against.

The different between the three Karan Koron Gakuen games are the main girl characters.

Karan Koron Gakuen: Doki Doki Hen

Developer J-Wing
Publisher J-Wing
Release date (jp) February 24, 2000
Genre Board game
Players 1 Player

Karan Koron Gakuen - Doki Doki Hen is another of the three mahjong games released by J-Wing where the player takes the role of a young high school student that is trying to find love. He will play different mahjong games against the three different girls.

After playing through the story mode, the free mode is unlocked.

Karan Koron Gakuen: Munekyun Hen

Developer J-Wing
Publisher J-Wing
Release date (jp) March 30, 2000
Genre Board game
Players 1 Player

Karan Koron Gakuen - Munekyun Hen are part of the three mah-jong games released by J-Wing. The player takes once again the role of a young high school student in search for love. This time there is a new set of girls to play against.

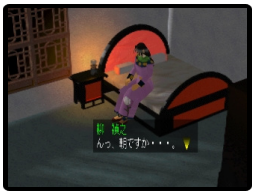
Karyuu Jyou

4.0

Developer Gust
Publisher Gust
Release date (jp) September 25, 1997
Genre Adventure
Players 1 Player

Karyujyou, also known as Karyuu Jou, is an romantic adventure game based on a popular chinese novel. The player takes control of the two different characters, Ryu and Yuyu.

The game is set in the ancient China. The player can walk around the port town of Ningbo and talk to different characters to advance the game. There will be times in the games where the player can choose several answers that will take the story in different directions.



Limited Edition
October 1998

Kasei Monogatari

7.0

Developer Japan Vistec
Publisher ASCII Entertainment
Release date (jp) October 22, 1998
Genre Adventure, Mini-games
Players 1 Player

Kasei Monogatari is an adventure game with cartoonish graphic. The player can talk with different characters and help them solve different mini games to advance the game.

Kato Hifumi Kudan: Shogi Club

Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) November 27, 1997
Genre Board game
Players 1-2 Players

Kato Hifumi Kudan: Shogi Club is a shogi game that features different difficulties, allowing both novices to experts enjoy this shogi simulation.

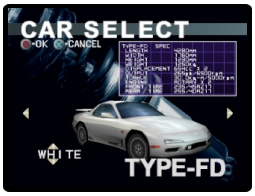
Honkakuha
de 1300 Yen
May 1999

7.8

Kattobi Tune

Developer Genki
Publisher Genki
Release date (jp) April 23, 1998
Genre Racing
Players 1-2 Players

• Kattobi Tune is a circuit/tune edition. The game was compiled under the supervision of Rev Speed, a popular Japanese tuning magazine, and features seven licensed professional tuners, RE Amemiya, Spoon, Mine's, Trial, "RS Yamamoto", Garage Saurus and Jun Auto, appearing years later in the Gran Turismo series.



Kawa no Nushi Tsuri: Hikyou o Motomete

Developer Access, DLL
Publisher Victor Interactive Software
Release date (jp) August 20, 1998
Genre Sports, Role-playing game
Players 1 Player

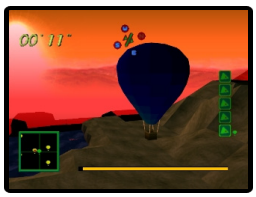
The game is a spinoff to the River King/Harvest Fishing series. The player have five characters to chose at the beginning, and one unlockable. The characters are both male and female.

PSOne Books
December 2002

Kaze no Notam: Notam of wind

Developer ArtDink
Publisher ArtDink
Release date (jp) September 11, 1997
Genre Simulation
Players 1-2 Players

Kaze no NOTAM - NOTAM of Wind is a hot air balloon simulator with a fantasy setting. As a hot air balloon operator, the player will be left mostly to the mercy of the winds, having no control over the balloons movements on the X or Y axis. Only the Z is open to players by letting off their burner and ascending or releasing hot air and lowering themself to earth.



Kaze no Oka Kouen Nite

6.0

Developer Techno Soft
Publisher Techno Soft
Release date (jp) September 3, 1998
Genre Adventure
Players 1 Player

Kaze no Oka Kōen nite is a visual novel dating simulation adventure game. It is a bit different from regular visual novel or other dating simulation games where players start the story and decide who to woo in the process. In this game they get to select the heroine at the very beginning of the story which then starts selected scenario. There are four heroines to select from: Koyomi Midzuki, Miyuki Kawana, Mizuho Natsuki, and Yuu Shikimachi.

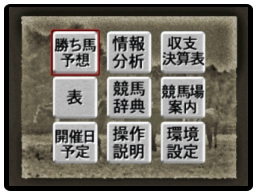
Akifuyu Version
Ocotober 1998

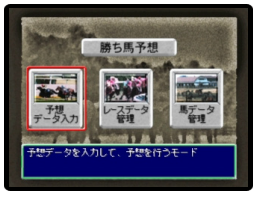
Keiba Eight '98

Developer Shangri-La
Publisher Shangri-La
Release date (jp) April 29, 1998
Genre Simulation
Players 1 Player

Keiba Eito '98 Haru Natsu, also known as Keiba Eight '98 Haru Natsu, is the first game in the Keiba Eito series for the PlayStation. The first games of the series were released on the SNES.

In the game, the player go through different stats of horses, places and jockeys. The game features stats and data results of the 1997-1998 season.



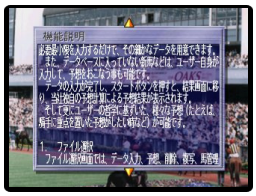


Keiba Eight ‘99 Haru Natsu

Developer Shangri-La
Publisher Shangri-La
Release date (jp) April 1, 1999
Genre Simulation
Players 1 Player

Keiba Eito ‘99 Haru Natsu, also known as Keiba Eight ‘99 Haru Natsu, is the 1999 update of the Keiba Eito series for the PlayStation.

Keiba Saisho no Housoku ‘95



Developer Copya System
Publisher Copya System
Release date (jp) June 23, 1995
Genre Simulation
Players 1 Player

Keiba Saisho no Housoku ‘95 is the first game in the Keiba Saisho series for the PlayStation. In the game, the player go through different stats of horses, places and jockeys. As the game is heavy on japanese text, players will have to master the Japanese language to enjoy play.

Keiba Saisho no Housoku ‘96 vol.1

Developer Copya System
Publisher Copya System
Release date (jp) January 13, 1996
Genre Simulation
Players 1 Player

Keiba Saisho no Housoku ‘96 is the second game in the Keiba Saisho series for the PlayStation. The game have much of the same features, where the player go through different stats of horses, places and jockeys.

Keiba Saisho no Housoku '96 vol.2: G-I Road

Developer Copya System
Publisher Copya System
Release date (jp) November 1, 1996
Genre Simulation
Players 1 Player

Keiba Saisho no Housoku '96 vol.2 - GI Road continue the series with much of the same features where the player go through different stats of horses, places and jockeys.

Keiba Saisho no Housoku '97 vol.1

Developer Copya System
Publisher Shangri-La
Release date (jp) April 11, 1997
Genre Simulation
Players 1 Player

Keiba Saisho no Housoku '97 vol.1 have much of the same features where players go through 1997 stats on horses, places and jockeys.

Keiba Saishou no Housoku '97 Vol. II: To Hit!

Developer Copya System
Publisher Shangri-La
Release date (jp) October 16, 1997
Genre Simulation
Players 1 Player

Keiba Saishou no Housoku '97 Vol. II - To Hit, the fourth game in the Keiba Saisho PlayStation series, features again updated stats on horses, places and jockeys.

Keiba Saisho no Housoku '99 Yaki Fuyu

Developer	Shangri-La
Publisher	Shangri-La
Release date	(jp) October 21, 1999
Genre	Simulation
Players	1 Player

Keiba Saisho no Housoku '99 Yaki Fuyu comes with much of the same features where players go through 1999 stats on horses, places and jockeys.

6.0

Kekkon Marriage

Developer	Westone
Publisher	Shogakukan Production
Release date	(jp) October 10, 1996
Genre	Dating sim
Players	1 Player

The goal of Kekkon Marriage is to marry the dream girl. Each girl is presented with a FMV anime sequence, and the game features a evil/angel options that let the player choose how he wants to answer some questions.

The game also features Japanese voice acting for the characters.

Kenki Ippatsu! Crane Master ni Narou!

Developer	DDL
Publisher	FAB Communication
Release date	(jp) August 3, 2000
Genre	Simulation
Players	1 Player

Kenki Ippatsu! Crane Master ni Narou! puts the player in the role as a crane operator through various stages. Challenges include pulling out fish, among other things.

The game also has a expert course, where the object is to graduate, as well as a work mode.

Major Wave
September 2002

PSOne Books
January 2002

Kero Kero King

8.0

Developer	Amedio
Publisher	Media Factory
Release date	(jp) December 10, 2000
Genre	Sports
Players	1-4 Players

Kero Kero King is a sort of a golf game where the player use a frog instead of a ball. The game is about guiding the frog, Kero, across obstacle-laden courses by using wind velocity, tweaking direction and adjusting height and jump. Although it's not exactly golf, many principles from the sport are found in this game.

The game got a PS2 sequel called Kero Kero King Super DX, or Ribbit King in Europe and North America.

Khamrai

7.0

Developer	TamTam, Alpha Unit
Publisher	Namco
Release date	(jp) October 5, 2000
Genre	Role-playing game
Players	1 Player

Khamrai is a Japanese RPG in which the player has two roles: that of Kagato, the everyday RPG-ish country boy who sets forth in search of adventures, and that of Fushi the Immortal, a God whose ideal is to help humans, not out of kindness, but in order to force the control of the race of the gods upon human race. The game shifts back and forth as the player must follow each of the protagonist's individual quests, which ultimately intertwine in a struggle between gods and humans.

Kid Clown in Crazy Chase 2: Love Love Hani Soudatsuden

7.0

Developer	Kotobuki System
Publisher	Kemco
Release date	(jp) December 6, 1996
Genre	Platformer
Players	1-2 Players

The Kid Klown series started originally a Mickey Mouse game released in Japan. When the Famicom game was released for the NES, Kemco in North America didn`t have the Disney license, so they changed the character from Mickey to Kid Klown.

In this game, the object is to beat the bomb fuse. The player must get to the end of the level as fast as possible.

Kid Mix Section: Character Collection

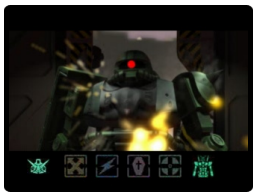
Developer	KID
Publisher	KID
Release date	(jp) June 28, 2001
Genre	Adventure , Board game
Players	1 Player

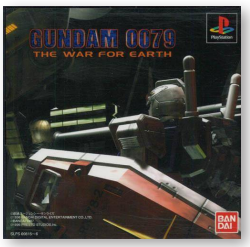
KID Mix Section Character Collection is a mix between an adventure and a mahjong game. The game features character from others KID games, like Infinity, Emmyrea, Memories Off, etc.

The game's plot is about a fairy that have to recruit characters to help the world. But to recruit them, she have to defeat them in a mahjong game.

6.6

Kidou Senshi Gundam 0079: The War for Earth



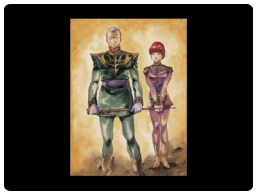


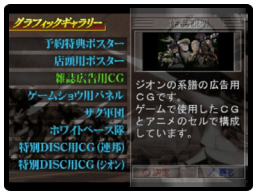
Developer	Presto Studios
Publisher	Bandai
Release date	(jp) May 2, 1997
Genre	Interactive movie
Players	1 Player

Gundam 0079: The War for Earth is a simple puzzle oriented game based upon the popular Gundam robot warrior series. The game has several FMV shots of fighting robots and live actors superimposed over bluescreens.

Players have a set of choices that are presented during each scene.

Kidou Senshi Gundam: Giren no Yabou, Zeon no Keifu - Kouryaku Shireisho





Developer	Bandai
Publisher	Bandai
Release date	(jp) June 29, 2000
Genre	Trivia, Strategy
Players	1 Player

"The longest title on a game ever" contains a large quantity of save-game data for various Gundam tactical games on the PlayStation, archived in this data disk along with cinemas from many Gundam games, a scenario collection, a history of the Gundam lineage and an art gallery.

Kidou Senshi Gundam: Giren no Yabou- Zeon no Keifu

7.5

Developer	Bandai
Publisher	Bandai
Release date	(jp) February 10, 2000
Genre	Strategy
Players	1 Player

Kidou Senshi Gundam - Giren no Yabou - Zeon no Keifu is a strategy game in which the player takes control of an army. In addition to giving orders to generals, the player also has to carry out negotiations and develop new weapons.

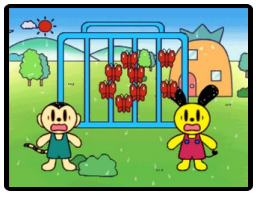
The first disc is the Earth Federation Disc and the second one is the Zeon Disc.

KIDS STATION キッズステーション

The KidsStation series are edutainment games, often full of mini-games. The games was usually developed for use with the Kids Station peripheral. A giant controller with just the four face buttons (square, triangle, X and circle), though the games can also be played with a standard controller with exclusive use of the action buttons. Almost every release came with a second release that included the controller, or a themed controller, like the Pooh controller or the Mickey Mouse controller.

PSOne Books
October 2001

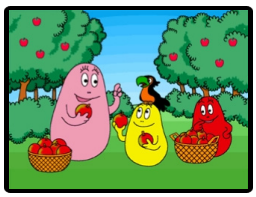
Kids Station: Asobou! Hanasou! Gurugurutaun Hanamarukun



Developer	Atlus
Publisher	Atlus
Release date	(jp) December 14, 2000
Genre	Edutainment
Players	1-2 Players

Kids Station - Asobou! Hanasou! Gurugurutaun Hanamarukun is based on the anime, Hanamaru, that tells the story of the puppy, Hanamaru, and his friends. The game feature a big collection of different mini games in which young players can learns about maths, animals, shapes, coordination, etc.

Kids Station: Barbapapa



Developer Sunsoft
Publisher Sunsoft
Release date (jp) October 4, 2001
Genre Edutainment
Players 1 Player

Barbapapa is an educational game featuring the shape shifting family for younger children.

The game consists of seven different games which all focus on different creative and learning activities. Each of the seven Barbababies host a game featuring their favorite things.

Kids Station
Controller Set
October 2001

6.4

Kids Station: Bishoujo Senshi Sailor Moon World Chibiusa To Tanoshii Mainichi

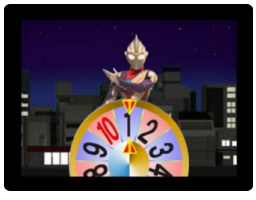
Developer Bandai
Publisher Bandai
Release date (jp) November 29, 2001
Genre Edutainment
Players 1 Player

Kids Station: Sailor Moon is an educational game. The main character is Chibiusa, a little girl from 1,000 years in the future that comes to the 20th century on several occasions, whether to seek help or to be trained as a soldier, and learn to transform into Sailor Chibi Moon.

Kids Station
Controller Set
November 2001

7.6

Kids Station: Bokura to Asobou! Ultraman TV



Developer Bandai
Publisher Bandai
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

Kids Station - Bokura to Asobou! Ultraman TV is another Kids Station game specially designed for younger players. The game is based on the Ultraman series and the players can play with different Ultramans in different activities revolving around numbers and shapes, among other objects.

Kids Station
Controller Set
November 2001

Kids Station
Controller Set
November 2001

Kids Station: Crayon Shin-Chan - Ora to Omoide Tsukuruzo!

7.2

Developer	Bandai
Publisher	Bandai
Release date	(jp) November 29, 2001
Genre	Edutainment
Players	1 Player

Kids Station - Crayon Shin-Chan - Ora to Omoide Tsukuruzo! is a collection of 28 mini games with the characters from the anime placed in different places of Kasukabe.

Kids Station
Controller Set
July 2001

Kids Station: Digimon Park

6.1

Developer	Chime
Publisher	Bandai
Release date	(jp) July 26, 2001
Genre	Edutainment
Players	1 Player

In Kids Station - Digimon Park, the player can choose a digimon and make it evolve, increasing it`s stats. To make it evolves, the player have to complete a collection of mini games.

Kids Station
Controller Set
November 2001

Kids Station: Doraemon Himitsu no Yojigen Pocket

Developer	Bandai
Publisher	Bandai
Release date	(jp) November 29, 2001
Genre	Edutainment
Players	1 Player

The game is a collection of mini games in which players can controls the characters Doraemon, Nobita, Shizuka, Takeshi and Suneo. Nobita plays a fishing game. Doraemon clean the room of Nobita. And the Shizuka minigame is choosing her clothes.

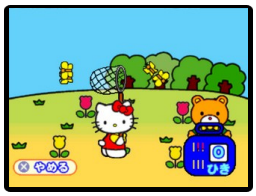
Kids Station: Hello Kitty no oshaberi ABC

Developer Atlus
Publisher Atlus
Release date (jp) October 11, 2001
Genre Edutainment
Players 1-2 Player

Kids Station - Hello Kitty no oshaberi ABC let players join Hello Kitty in this cartoon 2D game in which the player will learn about the alphabet through a collection of mini games.

Controller Set
October 2001

Kids Station: Hello Kitty no Osyaberitaun



Developer Atlus
Publisher Atlus
Release date (jp) December 14, 2000
Genre Edutainment
Players 1-2 Players

Kids Station - Hello Kitty no Osyaberitaun is a collection of 16 mini games in witch players control Hello Kitty in different kind of situations. This time, the players can learn about colours, number, sounds, animals, etc. The mini games go from paint a drawing, buy items at the market, clean the room, catch butterflies, set the clock, etc.

Reprint
October 2001

Kids Station: Hello Kitty no Ouchi he Oideyo!

Developer Banpresto
Publisher Bandai
Release date (jp) July 18, 2002
Genre Edutainment
Players 1-2 Players

Kids Station - Hello Kitty no Ouchi he Oideyo!, or Hello Kitty no Uchi Nioi Deyo, is another edutainment game with the Hello Kitty license. The player can design their clothes or make lunch in some of the 30 different mini games.

Kids Station
Controller Set
July 2002

Controller Set
March 2003

Kids Station: Hello Kitty to Album Nikki o Tsukuri Masho!

Developer Banpresto
Publisher Banpresto
Release date (jp) March 27, 2003
Genre Edutainment
Players 1-2 Players

In Kids Station Hello Kitty to Album Nikki o Tsukuri Masho! the player travel with Helly Kitty to different countries around the World and play different minigames.

The mini games range from a cooking game, a hats grabbing game, a soccer game, among other.

Kids Station
Controller Set
April 2001

Kids Station: Hitori de Dekirumon!

Developer Microvision
Publisher Bandai
Release date (jp) April 26, 2001
Genre Edutainment
Players 1 Player

Young players can learn about meals and cooking (with different recipes) in this Kids Station game, in which the player's character is sent to a fantasy world to learn about food. The game features different mini games.

Kids Station
Controller Set
July 2002

Kids Station: Kamen Rider Heroes

7.1

Developer Bandai
Publisher Bandai
Release date (jp) July 18, 2002
Genre Edutainment
Players 1 Player

Kids Station - Kamen Rider Heroes is another collection of minigames. Based on the Kamen Rider series, the game also feature unlockables, like characters profiles, galleries, etc.

7.8

Kids Station: Kikansha Thomas To Nakamatachi

Developer Banpresto
Publisher Bandai
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

Kids Station: Kikansha Thomas to Nakama-tachi is a collection of mini games based on the Thomas the Tank Engine. Games include racing game, a jigsaw, quiz, maths, etc.

Controller Set
September 2000

Kids Station: Kuma no Pooh-San - Mori no Nakamato 123

Developer Atlus
Publisher Atlus
Release date (jp) November 15, 2001
Genre Edutainment
Players 1 Player

Kids Station - Kuma no Pooh-San - Mori no Nakamato 123 is a collection of mini games hosted by Winnie-the-Pooh with characters like Piglet, Eeyore, Kanga, Roo, Rabbit, Tigger and Owl. The game can be played using the normal Kids Station controller, the gamepad, or the Winnie the Pooh Character controller that comes with the Controller Pack version of the game.

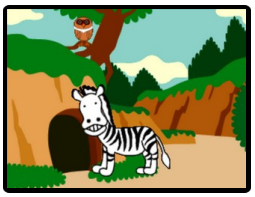
Controller Set
November 2001

Kids Station: Lego no sekai

Developer Banpresto, Lego Software
Publisher Bandai
Release date (jp) July 4, 2002
Genre Edutainment
Players 1 Player

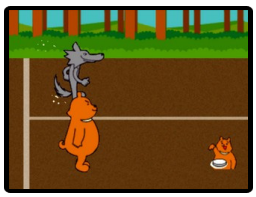
Kids Station Lego no Sekai is a edutainment game that uses an animal world made of Lego pieces that teach young kids about numbers, letters, shapes and other intellectual training mini games.

This is one of the few Kids Station games that didn't come with the Kids Station controller in any release.



Kids Station: Magical Music Eigo de One - Two - Three!

7.6



Developer	Bandai
Publisher	Bandai
Release date	(jp) September 21, 2000
Genre	Edutainment
Players	1 Player

Kids Station - Magical Music Eigo de One - Two - Three! is a collection of mini games in witch players control a group of animals in different kind of situations around the woods. This time, the young players can learn about animals, the English language, colours, sounds, shapes, etc.

Controller Set
November 2001

Kids Station: Mickey to Nakamatachi - Kazuasobi IroIro

Developer	Atlus
Publisher	Atlus
Release date	(jp) November 15, 2001
Genre	Edutainment
Players	1 Player

Kids Station - Mickey to Nakamatachi - Kazuasobi IroIro is a collection of 10 mini games hosted by Mickey Mouse that can be played using the normal Kids Station controller, the gamepad, or the Mickey Character controller that came in the Controller Pack version of the game.

Kids Station
Controller Set
September 2002

Kids Station: Minimoni ni Narunoda-pyon!

7.5

Developer	General Entertainment
Publisher	Bandai
Release date	(jp) September 26, 2002
Genre	Edutainment
Players	1 Player

Kids Station - Minimoni ni Narunoda-pyon! let kids play as a new member of the band Moni. Players can dance and have singing lessons together, while learining the English language in the mini games featured.

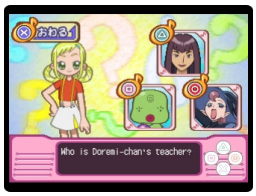
Kids Station: Motto! Oja Majo Do-Re-Mi: Mahodou Smile Party

Developer	Chime
Publisher	Bandai
Release date	(jp) July 26, 2001
Genre	Edutainment
Players	1 Player

Kids Station - Motto! Oja Majo Do-Re-Mi: Mahodou Smile Party are based on Ojamajo Doremi, known as Magical DoReMi in English language adaptations, a magical girl anime metaseries consisting of several anime and manga series. The game consist of differents minigames with and educational purpouse.

Kids Station Controller Set July 2001

Kids Station: Motto! Oja Maho Doremi Dokkan! Maho Dou Eigo Festival



Developer	Chime
Publisher	Bandai
Release date	(jp) March 20, 2002
Genre	Edutainment
Players	1 Player

Kids Station - Motto!! Oja Maho Doremi Dokkan! Maho Dou Eigo Festival is the second game based on the anime and the game also consist of differents minigames with the educational purpouse of learning english.

Kids Station Controller Set March 2002

7.6

Kids Station: Oja Maho Doremi Maho Dance Carnival

Developer	Chime
Publisher	Bandai
Release date	(jp) September 21, 2000
Genre	Edutainment
Players	1 Player

Kids Station - Oja Maho Doremi Maho Dance Carnival is a collection of dancing mini games with different game modes: Story mode, where players advance through different stories that the game will tell before the dancing stage. Free mode, where one can play any dancing stage. And Vs. mode, where one play against another player.

Kids Station Controller Set September 2000

Controller Set
December 2002

Kids Station: Oshaberi Oekaki Kikansha Thomas to Nakamatachi

Developer Banpresto
Publisher Banpresto
Release date (jp) December 19, 2002
Genre Edutainment
Players 1 Player

Kids Station - Oshaberi Oekaki Kikansha Thomas to Nakamatachi is a collection of mini games where young players control Thomas and his friends in different kind of situations. This release focus on music, colours, sounds, and rhythm.

Controller Set
December 2002

Kids Station: Oshaberi Oekaki Soreike! Anpanman

Developer Banpresto
Publisher Banpresto
Release date (jp) December 19, 2002
Genre Edutainment
Players 1 Player

Kids Station - Oshaberi Oekaki Soreike! Anpanman is a collection of mini games where the player control Anpanman in different kind of situations. The game focus on music, colours, sounds, and rhythm.

Kids Station
Controller Set
November 2002

Kids Station: Play Rail - Tetsudou Monoshiri Hyakka

Developer Atlus
Publisher Atlus
Release date (jp) November 14, 2002
Genre Edutainment
Players 1 Player

Kids Station - Play Rail - Tetsudou Monoshiri Hyakka is a edutainment game set around railways. Kids can look through a picture book and play mini-games.

Kids Station: Ponkkik Kids 21

Developer SunSoft
Publisher SunSoft
Release date (jp) December 13, 2001
Genre Edutainment
Players 1 Player

Kids Station - Ponkkik Kids 21, also known as Ponkkikkids 21, are based on the children series Ponkikkizu 21. Kids can play with the familiar characters in 14 different mini-games.

Kids Station Controller Set December 2001

7.1

Kids Station: Soreike Anpanman

Developer Bandai
Publisher Bandai
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

Kids Station - Soreike Anpanman is a collection of mini games based on the Soreike Anpanman anime, where the player control Anpanman in different situations.

Kids Station Controller Set September 2000

Kids Station: Soreike Anpanman 2 - Anpanman To Daibouken!

Developer Bandai
Publisher Bandai
Release date (jp) July 26, 2001
Genre Edutainment
Players 1 Player

Kids Station - Soreike Anpanman 2 - Anpanman To Daibouken! is the sequel to Kids Station Soreike Anpanman and is also a collection of mini games where players control Anpanman in different kind of situations.

Kids Station Controller Set July 2001

Kids Station: Soreike! Anpanman 3

8.3

Developer Banpresto
Publisher Bandai
Release date (jp) March 20, 2002
Genre Edutainment
Players 1-2 Players

The third Kids Station release of Anpanman, players can once again play as Anpanman in different educational mini games. The game also feature a tutorial on how to play some of the games.

Kids Station
Controller Set
March 2002

Kids Station: Ugoku Tomika Zukan

Developer Atlus
Publisher Atlus
Release date (jp) November 14, 2002
Genre Edutainment
Players 1 Player

The game is designed for children age 3 and up and is set around the teaching of traffic rules and cars. Children can look through a picture book and play mini-games.

Kids Station
Controller Set
November 2002

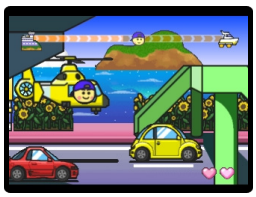
Kids Station: Ultraman Cosmos

Developer Bandai
Publisher Bandai
Release date (jp) November 29, 2001
Genre Edutainment
Players 1 Player

Kids Station - Ultraman Cosmos is the second Kids Station game based on the Ultraman series. In the game, the players can learn about maths, shapes, colours, forms, etc. in 32 mini games with characters of Ultraman Cosmos as the teachers.

Kids Station
Controller Set
November 2001

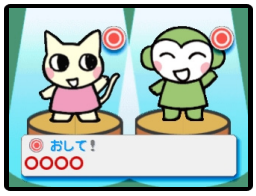
Kids Station: Unten Daisuki - Doki doki Norimono Daibouken



Developer	Sunsoft
Publisher	Sunsoft
Release date	(jp) December 13, 2001
Genre	Edutainment
Players	1 Player

Kids Station Unten Daisuki: Doki Doki Norimono Daibouken is a collection of mini games in which the player controls different characters. Depending of the mini game, an evil professor will be the opponent. The mini games are driving different vehicles, defeat a gang or evil guys, build different vehicles using different parts in a factory, and fish using a boat.

Kids Station: Yancharu Moncha



Kids Station Controller Set May 2001

Developer	Exe Create
Publisher	SunSoft
Release date	(jp) May 24, 2001
Genre	Edutainment
Players	1 Player

Kids Station Yancharu Moncha is a collection of educational mini games specially designed for young kids to learn about maths, alphabet and other things. The game features Moncha, a strange but friedly alien, as the main character.

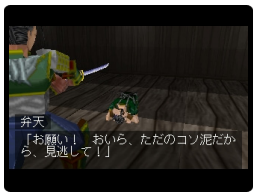
Kiganjo

7.0

Developer Kodansha
Publisher Kodansha
Release date (jp) December 22, 1999
Genre Action-adventure
Players 1 Player

In Kiganjo, the player controls a samurai that have to fight againts an evil gang that assault the castle where his family lives. In the assault, they killed part of his family.

The gameplay is in first person perspective. In the fights, the player can use the samurai's sword. To advance in the game, the character will have to find different objects in different places of the castle or after defeating enemies.



Kikuni Masahiko: Jirushi Warau Fukei-San Pachi-Slot Hunter

7.0

Developer Opensystem
Publisher Forum
Release date (jp) December 9, 1994
Genre Casino
Players 1 Player

Kikuni Masahiko: Jirushi Warau Fukei-san Pachi-Slot Hunter is a gambling game that features five different slot machines. The game features character design by Japanese manga artist Kikuni Masahiko.

Kimagure My Baby: Musume no Sugoroku Seichouki

Developer Axela
Publisher Axela
Release date (jp) September 10, 1998
Genre Board game
Players 1-4 Players

Kimagure My Baby - Musume no Sugoroku Seichouki may be seen as a mix between The Game of Life and Namco's Kosodate Quiz My Angel. In this game, players choose between one of four different baby girls that will be their daughter. Playing the board game, they will see her growing from a little baby to a woman.

Kimero Hero Gakuen: Eiyuu ni Shinjutsu Nashi

Developer Central Systems
Publisher Central Systems
Release date (jp) March 23, 2003
Genre Adventure, Simulation
Players 1 Player

Kimero Hero Gakuen Eiyuu ni Shinjutsu Nashi is an adventure simulation game where the player is in charge of a hero academy where he have to train five hero candidates. The player train them by choosing different weekly trainings for each of them.

Kimi ni Steady

Developer CD Bros
Publisher CD Bros
Release date (jp) September 28, 2000
Genre Adventure, Dating sim
Players 1-2 Players

Kimi ni Steady is a dating simulation game originally released for the PC. In the game, the player takes the role of a young high school student that wants to find love before Christmas. The game begins in September, and he has four months to find the perfect girl for him. The game features 9 girls to talk with, date, and also different events to increase or decrease the grade of affinity that the player got with each girl. There are also different mini games to play.

Kimi no Kimochi, Boku no Kokoro

The Best Takaramono December 2000

Developer Japan Media Programming
Publisher Takara
Release date (jp) September 14, 1999
Genre Dating sim
Players 1 Player

Kimi no Kimochi Boku no Kokoro is a dating sim that puts the player in the role of a young sorcerer that has the power of possessing other people and even animals. The game takes place in a high school during the summer. The game features Japanese voice acting, unlockable pictures gallery, and a music player.

This game is one of the more mature games released by Takara for the PlayStation.

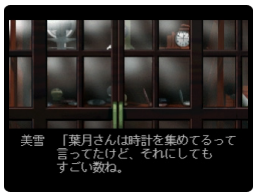
Playstation the Best
November 1997

Kindaichi Shounen no Jikenbo: Hihoushima Aratanaru Sangeki

8.0

Developer Digital Frontier
Publisher Kodansha
Release date (jp) November 29, 1996
Genre Adventure
Players 1 Player

Kindaichi Shounen no Jikenbo Hihoushima Aratanaru Sangeki, based on the mystery manga Kindaichi Case Files, is the first game in the adventure series for the PlayStation. The game feature Japanese voice acting, and a first person perspective.



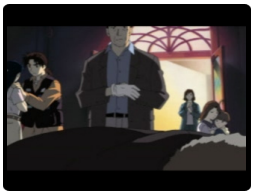
Kindaichi Shounen no Jikenbo 2: Jigoku Yuuen Satsujin Jiken

8.0

Developer Digital Frontier
Publisher Kodansha
Release date (jp) March 26, 1998
Genre Adventure
Players 1 Player

Kindaichi Shounen no Jikenbo 2 Jigoku Yuuen Satsujin Jiken is the second game for the PlayStation, and like the first game, it uses a mix between 2D and 3D graphics, with Japanese voice acting and anime sequences.

In this case, Kindaichi and Mijuki look into the case of a hanged man in a park.



Kindaichi Shounen no Jikenbo 3: Shouryuu Densetsu Satsujin Jiken

Developer Digital Frontier
Publisher Kodansha
Release date (jp) August 5, 1999
Genre Adventure
Players 1 Player

Kindaichi Shounen no Jikenbo 3 - Shouryuu Densetsu Satsujin Jiken is the third and last game for the PlayStation. The game play much like the other in the series.

In this case, Kindaichi and Mijuki travel to an island where they find a murder in an elevator.

King of Bowling

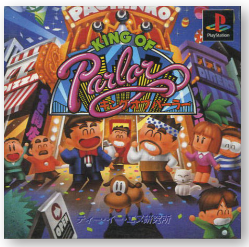
Developer Aisystem Tokyo
Publisher Coconuts Japan
Release date (jp) August 29, 1995
Genre Sports
Players 1-4 Players

King of Bowling is a 3D bowling game with eight different characters to choose from. The game is the first in the King of Bowling series, and the only one that was only released in Japan.

King of Parlor

Developer Japan Vistec
Publisher TEN Institute
Release date (jp) October 18, 1996
Genre Strategy
Players 1 Player

King of Parlor is the first game in the recreation room simulation series. The game features two game modes: Scenario Course, that feature four levels, where the player can buy machines, edit them, and hire staff to his Parlor house. And Expert Course, that plays more like an advance mode the Scenario Course.



King of Parlor 2

Developer TEN Institute
Publisher TEN Institute
Release date (jp) June 11, 1998
Genre Strategy
Players 1 Player

King of Parlor 2 let the player choose from three cities to play in: Tokyo, Nagoya and Osaka. The goal of the game is to be the biggest parlor manager in the city. To do that, the player have to buy different parlor buildings and hire different employees. Depending on the place, players will earn more or less money.

King of Producer

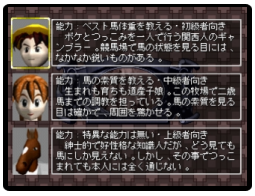
Developer Aqua Rouge
Publisher GMF
Release date (jp) December 11, 1997
Genre Strategy
Players 1 Player

King of Producer is a simulation strategy game where the player takes the role of an employee of a game company. The President of the company tell him to create a new game, so he will have to choose game creators and the style of the game. He can also buy the furnitures, and other things in the building to make his employees feel better.

King of Stallion

Developer Nichibutsu
Publisher Nichibutsu
Release date (jp) July 26, 1996
Genre Strategy
Players 1 Player

King of Stallion is a simulation game where the player takes the role of a stable owner. Players will have to buy and train different horses and them make them compete in different horse races. The goal is to be the King of Stallion.



PSOne Books
November 2001

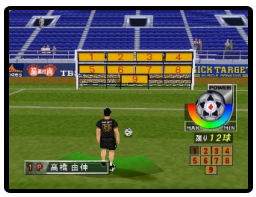
King's Field

7.6

Developer From Software
Publisher From Software
Release date (jp) December 16, 1994
Genre Role-playing game
Players 1 Player

King's Field is a medieval-themed first-person role playing game. It is the first entry in the King's Field series. Unlike its sequels, the game was released exclusively in Japan, affecting the numbering of subsequent entries for their western releases. A full english fanmade translation of the game is avaliable for download though.

Kinniku Banzuke Vol.1: Ore Ga Saikyou No Otoko Da



Konami the Best
February 2001

Developer	Konami
Publisher	Konami
Release date	(jp) December 16, 1999
Genre	Sports
Players	1-2 Players

The premise of Kinniku Banzuke is simple. Like in the show the game is based on, players must knock down nine numbered plates of a target using various sports apparatus, including Frisbees, baseballs and darts.

Kinniku Banzuke Vol.2: Aratanaru Genkai E No Chousen

Konami the Best
February 2001

Developer	KCE Sapporo
Publisher	Konami
Release date	(jp) March 23, 2000
Genre	Sports
Players	1-2 Players

The sequel has the same premise as the first game. Competitors must again knock down nine numbered plates of a target using various sports apparatus. This time, with different challenges: Punch-Out, 9 hoops, Beach Flags, the Gallon Throw, 50M Backflip, Spray hitter, Game Maker, Dead Man's Drop, and Long Shoot.

Kinniku Banzuke Vol.3: Saikyou No Challenger Tanjou!

Konami the Best
November 2001

Developer	Konami
Publisher	Konami
Release date	(jp) December 21, 2000
Genre	Sports
Players	1-8 Players

The third game in the series features different events from the previous games and for the first time, the multi-tap mode option for up to eight players.

Konami the Best
February 2001

Kinniku Banzuke: Road to Sasuke

Developer KCE Sapporo
Publisher Konami
Release date (jp) April 27, 2000
Genre Sports
Players 1 Player

Kinniku Banzuke Road to Sasuke is another release in the Kinnikzu Banzuke series of games based on the Japanese Tv-show. The sasuke version of the the Tv-show was originally part of the original show, but later became it`s own show when the Muscle Ranking show was discontinued.

Kisou Jidaigeki Sugoroku: Shinobi No Roku

7.0

Developer Astec 21
Publisher Astec 21
Release date (jp) October 5, 2000
Genre Board game
Players 1-4 Players

Kisou Jidaigeki Sugoroku - Shinobi No Roku is a board game where the player controls a group of ninja characters that advance through different board tables using different kind of objects and battle cards. To advance, the game displays a battle screen when they encounter an enemy.

Kisha de Go!

9.0

Developer Taito
Publisher Taito
Release date (jp) March 23, 2000
Genre Simulation
Players 1-2 Players

Kisha de GO! is part of the Densha de GO! series by Taito. This game let players drive steam locomotives through the Japanese countryside - the coverage included portions of the Keihin-Tōhoku Line, Shin'etsu Main Line and Ban'etsu-Sai Line.

Controls are somewhat more difficult than usual for the Densha de GO! series. This is to reflect the simulation of steam engines.

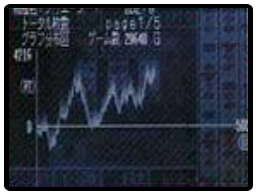
"mobygames.com"

Kita Denshi Virtua Pachi-Slot

Developer	Map Japan
Publisher	Map Japan
Release date	(jp) January 28, 1999
Genre	Casino
Players	1-2 Players

Kita Denshi Virtua Pachi-Slot is the standard pachinko slot machine simulator, though the 2 player feature are not often seen in this genre on the PlayStation.

Kita Denshi Virtua Pachi-Slot 2



Developer	Map Japan
Publisher	Map Japan
Release date	(jp) May 2, 2000
Genre	Casino
Players	1 Player

Another pachinko simulator that feature recreations of real pachinko machiens. Players can try the machines: “north of hot water 7”, “creator 7” and “Big Foot 7” *(pachinko machine names may differ because google translator)*.

Kitchen Panic

6.5

Developer	Panther Software
Publisher	Panther Software
Release date	(jp) May 28, 1998
Genre	Platformer
Players	1 Player

Kitchen Panic is a whimsical 2D platformer starring a potato. He has a unique special ability to aid him: he can spin in mid-air, and use the force to launch himself further and faster than he can run. A forward spin will launch him forward, and a backspin will launch him straight upward. This greatly aids in exploration of each stage, allowing for very long or high jumps. There are also a number of power-ups to be found, including Ice Potato and Rocket Potato.

Kiwame: Taikyoku Shogi

Developer Log
Publisher Log
Release date (jp) September 29, 1995
Genre Board game
Players 1-2 Players

Kiwame - Taikyoku Shogi is a shogi game. The game features a Vs. computer mode, a Vs. human mode, and also different matches that are set on the last move. The game also features voice recording for all the movements.

MajorWave 1500 Series
August 2002

Kiwamu: Daidougi

Developer Mycom
Publisher Mycom
Release date (jp) June 21, 1996
Genre Board game
Players 1 Player

Kiwamu - Daidougi, also known as Kiwame Daidougi: Tsumuya Tsumazaruya, is a shogi game with different game modes and characters to play against.

Best Version
February 2004

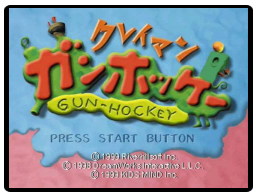
Kizuna to Luna no Pendant with Toy Box Stories

8.3

Developer Cocktail Soft, Stack
Publisher NEC Interchannel
Release date (jp) April 6, 2000
Genre Adventure
Players 1 Player

Kizuna to Iuna no pendant with Toy box stories tells the story of a young boy returning to his old town looking for love. The gameplay is choosing between different possible answers. Depending on the player choices, a pendant will change colour. If the colour change to yellow or red the relationship are going worse, if it stays green, the relationship with the girls get better.

4.8



Klaymen Gun-Hockey

Developer KIDSMIND
Publisher River Hill Software
Release date (jp) November 25, 1999
Genre Sports
Players 1-2 Players

Klaymen Gun Hockey is a air hockey game based on the characters and settings of The Neverhood.

• The game is played from a first-person perspective from the end player side of the table. Players can play against other characters in single player mode, or go against another player in Vs mode. The game also includes arcade elements like power-ups, popping obstacles and special shoots.

7.6

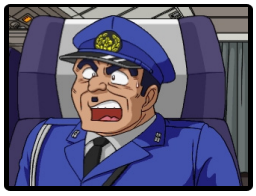
Klaymen Klaymen: Neverhood no Nazo

Developer The Neverhood
Publisher Riverhill Software
Release date (jp) April 23, 1998
Genre Adventure
Players 1 Player

The Neverhood is a point-and-click adventure game, notable for its claymation graphics. It uses a simple interface: players move and interact with the world by clicking on the screen. There is no inventory screen, though Klaymen can find a few items he can pick up. There are few inventory-based puzzles; most of the puzzles involve solving riddles and interacting with the environment.

PlayStation the Best
December 1998

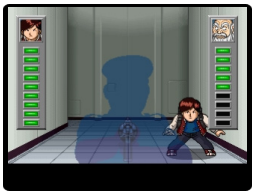
7.0

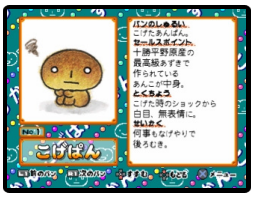


Kochira Katsushikaku Kameari Kouenzen: Hashutsujo High-Tech Building Shinkou Soshi Sakusen! no kan

Developer Aisystem Tokyo
Publisher Bandai
Release date (jp) July 24, 1997
Genre Strategy
Players 1 Player

Kochira Katsushikaku Kameari Kouenzen - Hashutsujo High-Tech Building Shinkou Soshi Sakusen! no kan must have the longest title on any console, literally means ‘this is the police box in front of Kameari Park in Katsushika’. The game is a real-time simulation game.

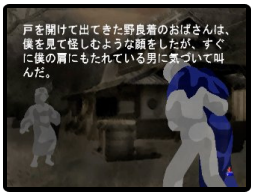




Kogepan: Pan mo Game wo Yarurashi...

Developer	AIA
Publisher	AIA
Release date	(jp) December 12, 2002
Genre	Puzzle, Mini-games
Players	1-2 Players

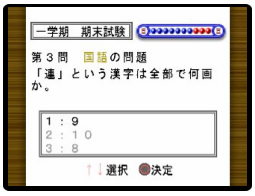
Kogepan is a Japanese character from the company San-X, who, like Sanrio creations Hello Kitty, can be found in books, anime, toys, stationery, and a number of other formats. The character is a burnt red bean bread bun who lives in a panya , a Japanese bakery. The game is a collection of puzzles with some mini games featuring the characters of the series.

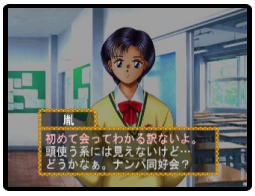


Kohni: Shogun

Developer	Rythmics
Publisher	ASK Corporation
Release date	(jp) October 26, 2000
Genre	Adventure, Dating sim
Players	1 Player

Kohni Shogun, or Koh 2: Shogun is a mix between a dating simulation first person adventure game and a first person perspective adventure sound novel. The game begins in 2001 and the player takes the role of a young high school student. The player decide what to do each week and how to react to different questions from the girls of his high school. When the game reach the year 2003, it changes to a first person perspective sound novel where the player find themself in medieval Japan.





Koiyohou

7.6

Developer	Princess Soft
Publisher	Princess Soft
Release date	(jp) July 26, 2001
Genre	Adventure
Players	1 Player

Koi Yohou is a first person adventure game that tells the story of the siblings, Hisashi and Maho. The game takes place at their school where different situations will change the feelings of the characters, making them better friends or fall in love with other characters in the game. The game features Japanese voice acting and the usual different endings depending on the player choices during the game.

8.0

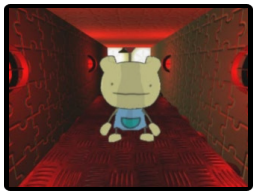
Kojin Kyouju: La Lecon Particuliere

Developer MyCom
Publisher MyCom
Release date (jp) April 9, 1998
Genre Adventure, Dating sim
Players 1 Player

Kojin Kyouju - La Lecon Particuliere is a dating simulation game that tells the story of young teacher. When he first arrives at a high school, some of the young students ask him for private lessons to improve their studies...*kinky.*

The player have to choose what to do each week. They can teach private lessons to different girls or go around town, among other things.

MyCom Best
May 2002



Komocchi

Developer Victor Entertainment
Publisher Victor Entertainment
Release date (jp) September 20, 2001
Genre Simulation, Mini-games
Players 1 Player

Komocchi is a simulation game in which the player has to create and raise a pet, and increasing different stats. The pet is like an avatar of the player's personality, and the stats are determinate by the player choices during the game.

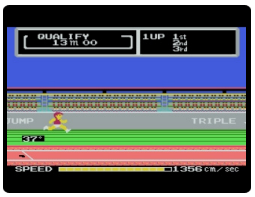
The game features different mini games that allow the pets to increase or decrease their stats. The game is also compatible with the PocketStation.

5.0

Konami Antiques MSX Collection Vol.1

Developer KCET
Publisher Konami
Release date (jp) November 20, 1997
Genre Compilation
Players 1-2 Players

This is the first of Konami's MSX Collections released on the PlayStation. Volume 1 has the following games: Antarctic Adventure, Gofer no yabō: Episode II, Gradius, Hyper Sports II, Konami's Boxing, Mopiranger, Ping-Pong, Road Fighter, Sky Jaguar, and Yie Ar Kung-Fu



Konami Antiques MSX Collection Vol.2

5.0

Developer	KCET
Publisher	Konami
Release date	(jp) January 22, 1998
Genre	Compilation
Players	1-2 Players

Konami Antiques MSX Collection Vol. 2 includes; Athletic land, Gradius 2, Knightmare, Konami's Golf, Konami's Billard, Hyper Sports 3, Magical Tree, Super Cobra, TwinBee, and Yie Ar Kung-Fu II.

Konami Antiques MSX Collection Vol.3

Developer	KCET
Publisher	Konami
Release date	(jp) March 19, 1998
Genre	Compilation
Players	1-2 Players

Konami Antiques MSX Collection Vol. 3 includes; Comic Bakery, King's Valley, Konami's Tennis, Konami's Soccer, Konami Rally, Parodius, Penguin Adventure, Pippols, Salamander, and Time Pilot.

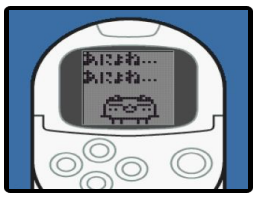
For the uninformed, the MSX is a home computer, first announced by Microsoft in 1983 and was really popular in Japan.

Kombi Mahjong Awase Uchi

Developer	GAPS
Publisher	GAPS
Release date	(jp) June 8, 2000
Genre	Board game
Players	1 Player

Kombi Mahjong Awase Uchi with Maboroshi Tsukiyo is a mahjong game with nine different female characters for the player to choose from. The game also fature a story mode and uses a first person perspective for the gameplay.

8.0



Koneko mo Issyo

Developer Bomber eXpress
Publisher SCEI
Release date (jp) January 27, 2000
Genre Simulation
Players 1 Player

Koneko mo Issyo, also known as Doko Demo Issho Tsuika Disc: Koneko Mo Issho, requires the original Dokodemo Issho game. This is a data disc for the popular game. Koneko mo Issyo is designed specially for childs and is also designed for the use with the PocketStation. This game, as Doko Demo Issyo, also feature to exchange and communication functions.

Konohana: True Report

Developer Vridge
Publisher Success
Release date (jp) April 26, 2001
Genre Adventure
Players 1 Player

Konohana: True Report is a murder mystery adventure game with a touch of supernatural. This is the first game in Konohana series and takes place in a high-school, featuring Meguru Momoi as a protagonist, a second year student who just moved to Konohana high-school. The teacher has been killed, and together with Miako Tachibana, a second year student who is part of a school's newspaper club, players end up entangled in trying to solve the mystery behind the murder.

SuperLite 1500 Series
May 2002

Konyamo Dorubako!!

Developer Hearty Robin
Publisher Hearty Robin
Release date (jp) March 11, 1999
Genre Casino
Players 1 Player

Konyamo Dorubako!! is a pachinko simualtor that stars the slingshot masters Shigeru Saiki, Hidehiko Ishizuka, and David Ito·Bro. TOM et al.

Konyamo Dorubako!! 2000

Developer	Hearty Robin
Publisher	Hearty Robin
Release date	(jp) January 13, 2000
Genre	Casino
Players	1 Player

The second game in the series of pachinko simulation where players can once again challenge the slingshot master Shigeru Saiki.

The game feature the pachinko machines “CR true Pikaichi heaven T”, “Cinderella F of CR Naniwa”, and “Thunder skeleton”.

Konyamo Dorubako!! 2001

6.0

Developer	E3 Staff
Publisher	E3 Staff
Release date	(jp) December 13, 2001
Genre	Casino
Players	1 Player

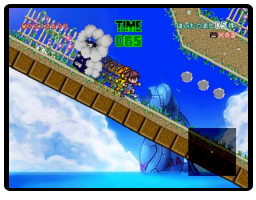
The third and last game for PlayStation featuring the slingshot master Shigeru Saiki and the three pachinko models; CR weather studio K1, CR Cat Zillah K1, and Zero Tiger *(names may be wrong, due to google translate)*.

Korokoro Post Nin

7.2

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) October 17, 2002
Genre	Puzzle, Platformer
Players	1 Player

In Koro Koro Post Nin, the player is Akane, a fearless girl who’s out to deliver mail to lots and lots of mailboxes. Instead of having the player control Akane herself, the player spins the entire stage around. If the ground is tilted enough, Akane will start walking in the direction the slope is. If it tilts even further, she’ll start running, a technique that needs to be used to take down obstacles that get in the way, such as vending machines.



9.5

Koshien Five Baseball

Developer Magical Company
Publisher Magical Company
Release date (jp) May 16, 1997
Genre Sports
Players 1-2 Players

Koshien Five Baseball, also known as Koushien V, is a 3D baseball game. The game focus on the high school baseball tournaments and have data from more than 4129 Japanese high schools. The game allows the player to train his players and their teamwork. The game also allows the player to edit the team logo, school hymn, and the team uniforms.

Magical 1500
December 2000

Kosodate Quiz My Angel

Developer Namco
Publisher Namco
Release date (jp) November 13, 1997
Genre Trivia
Players 1-2 Players

Kosodate Quiz My Angel is a PlayStation port of the arcade game of the same title, featuring a new intro sequence that wasn't on the original arcade game. The game is a multiple-choice trivia game that places the player in the role of a proud new parent, raising a child in 90s Japan. Depending on what kinds of questions players answer correctly, the personality of their child will change. She might turn out to be a pretty girl, a nerd, or a girl with a mischievous streak.

Kosodate Quiz: Motto My Angel

Developer Microvision
Publisher Namco
Release date (jp) March 25, 1999
Genre Trivia
Players 1-2 Players

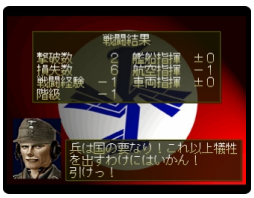
Kosodate Quiz Motto My Angel features different game modes from the first game. The player can once again raise a child, but the game also feature a dating quiz mode in which the player can take the role of a 10 year old girl or boy that will have their first love. In this mode, the love will grow if the player select the proper answers.

VAP Best Thanks 1800
February 2000

Koten Tsumego Shuu: Shijin no Maki

Developer Vap
Publisher Vap
Release date (jp) February 2, 1996
Genre Board game
Players 1 Player

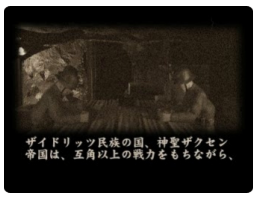
Koten Tsumego Shuu - Shijin no Maki, also known as Shikami no Maki or Koten Tsugoshuu: Shijin no Kan, is a go game where the object is to gain territories by playing a game of go. Depending on the move, the game may end. If the move is the right one, the match will continue.



Kouashi Kikou Shidan: Bein Panzer

Developer SCEI
Publisher SCEI
Release date (jp) October 12, 2000
Genre Strategy
Players 1 Player

Bein Panzer is a 3D strategy throwback to some of the oldest concepts in tabletop wargaming. The player controls several units that have a limited range of movement, and the game is divided into different missions.

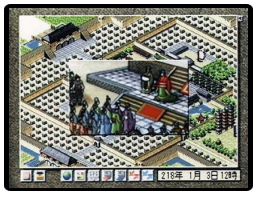


Maruran Series 2
January 2000

Kouryuu Sangoku Engi

Developer RON
Publisher Xing Entertainment
Release date (jp) November 29, 1996
Genre Strategy
Players 1 Player

Kouryuu Sangoku Engi is a real-time strategy game, originally released on the PC. The PlayStation version include the original elements, and add a number of new elements to the game. City walls and gates can be renovated, among other new features.



8.0

Kouryuuki

Developer Koei
Publisher Koei
Release date (jp) March 26, 1998
Genre Strategy
Players 1-2 Players

Another game in the long line of Koei strategy games. This one takes place in 206 B.C. as two rival warlords, Liu Bang and Xiang Yu fight for control of China. The gameplay consists of viewing overhead maps, showing cities and armies, letting the player view the battles which consists of a castle siege and an open-field battle.

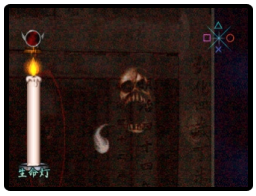
Koei Teiban Series
October 2004

6.0

Koutetsu Reiki: Steeldom

Developer TecnoSoft
Publisher TecnoSoft
Release date (jp) August 30, 1996
Genre Fighting
Players 1-2 Players

Koutetsu Reiki is the follow up to Hyper Reverthion available for the Sega Saturn. The game features fantasy based robotic creatures which are piloted by different members. The game plays very much like it's original but with more fluency and moves.



Kowai Syasin Shinrei Syasin Kitan

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) May 27, 2002
Genre Action
Players 1 Player

Kowai Syasin Shinrei Syasin Kitan is a action game with similarities to Fatal Frame series for the PS2. The player takes the role of a young spirit hunter that receives different missions through letters that the people send her. The letters contains different photographs that have evil spirits inside.

Artdink Best Choice
October 2000

Kowloon's Gate: Kowloon Feng Shui Den

7.0

Developer Kowloons Gate Project
Publisher SCEI
Release date (jp) February 28, 1997
Genre Adventure
Players 1 Player

Kowloon's Gate is a first person adventure game that puts players in a futuristic fantasy world in which they will take the role of a young woman that will encounter different people, fight evil enmies, and solve strange situations and puzzles.

The game uses motion JPEG technology to render the strange CG enviroments players explore.

SuperLite 1500 Series
November 2002

Koyasai: A sherd of youthful memories

7.5

Developer Astrovision
Publisher Shoeisha
Release date (jp) February 25, 1999
Genre Adventure
Players 1 Player

Koyasai a sherd of youthful memories tells the story of a boy in his last year of high school who wants to be the most popular in his class. To become that, he will have to win the election that take place in the festival at the end of the year. He will also need to gain the trust of the festival people, working with them on different jobs to prepare the festival.

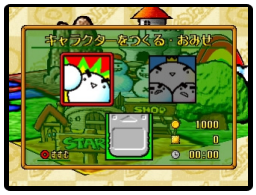
Kuma no Puutarou

8.0

Developer Atelier Double
Publisher Shogakukan Production
Release date (jp) January 13, 1996
Genre Board game
Players 1-4 Players

Kuma no Puutarou, also known as Kuma no Pooh Tarou: Karaha Pinkuda! Zenin shuugou!! (Sore da messu), is a board game based on a 30 episodes anime series. The game features up to four players where the goal is to reach the last floor of the board before the other players do. The player can use speacial items to attack each other, and there are also different mini games to improve or decrease the energy of the character.

Kumitate Battle: Kuttu Ketto



Developer	TechnoSoft
Publisher	TechnoSoft
Release date	(jp) March 12, 1998
Genre	Tactical role-playing game
Players	1-2 Players

Kumitate Battle Kuttu Ketto is set in a fantasy world where some strange creatures live. Players can create and customize their own character, or up to three different characters. To do this, they can choose the colour of their character and buy different clothes and weapons. After creating a characters, the game features different tournaments and enemies to be defeated.

Kunoichi Torimonocho

Developer	GMF
Publisher	GMF
Release date	(jp) February 25, 1999
Genre	Adventure, Role-playing game
Players	1 Player

Kunoichi Torimonochō is a adventure game. Players take the role of Ran and travel around Edo, interact with a variety of colorful characters, play numerous minigames, and attempt to train Ran into a proper Kunoichi. There are multiple endings depending upon the choices and performance made through the game.

Kuon no Kizuna

7.0

Developer	FOG
Publisher	FOG
Release date	(jp) December 3, 1998
Genre	Adventure
Players	1 Player

Kuon no kizuna is a tragic love story played out as an interactive drama where two lovers reunite over the span of centuries in different lives. The game is a first person text adventure game where the player can only choose between different answers to advance the story.

The game was also released on Dreamcast and PS2.

Best Price
June 2000

Kuro no Jyusan

Developer Tonkin House
Publisher Tonkin House
Release date (jp) September 27, 1996
Genre Visual novel
Players 1 Player

Kuro no Jyusan is a sound novel / visual novel adventure game supervised by Japanese horror novel writer Tsuji Aya. The game is divided into 13 different chapters where the player will have different game endings depending on the choices made during the game. The stories are mostly ghost stories.

Kuro no Ken: Blade of the Darkness

7.0

Developer CD Bros
Publisher CD Bros
Release date (jp) October 9, 1997
Genre Role-playing game
Players 1 Player

Kuro no Ken is a standard Japanese-style RPG with all the familiar ingredients: top-down locations, navigation on the world map, random enemies, turn-based combat, automatic leveling up, etc. The battles are viewed from a third-person perspective, using much larger character sprites than during exploration. Shinobu and Kayes can use physical attacks or magic spells (learned automatically when leveling up), which deplete MP.

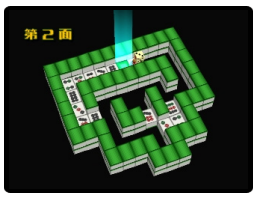
Kuroi Hitomi no Noir: Cielgris Fantasm

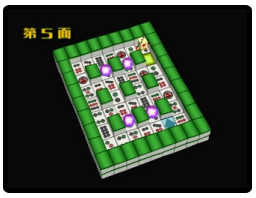
7.0

Developer Gust
Publisher Gust
Release date (jp) July 1, 1999
Genre Role-playing game
Players 1 Player

Kuroi Hitomi no noir - Cielgris Fantasm, also known as Kuroi Hitomi no Noir: Cielgris Fantasm (Noir Yeux Noire), plays mostly like traditional Japanese-style RPGs such as Breath of Fire: the protagonist travels on the map and interacts with various people, and in her travels, also encounters monsters that she must fight. The encounters are typical turn-based battles in which the player assigns actions to be performed.

Ku-Ron Jo

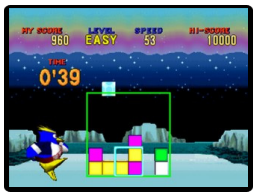


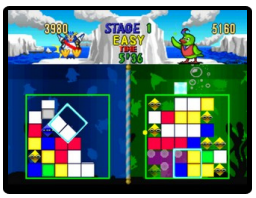


Developer Media Rings
Publisher Media Rings
Release date (jp) December 7, 2000
Genre Puzzle
Players 1 Player

Ku-Ron Jo, or Kowloon Jou, ia an action puzzle game where the player controls a character that have to pass through 30 different stages, with 4 substages in each one. The gameplay are made by walking around the stage collecting the flashing tiles and reaching the level exit, but the path will dissappear once the character walk on it. There is only one solution for each level. The difficulty will increase with the use of teleporters and other traps.

Kuru Kuru Cube



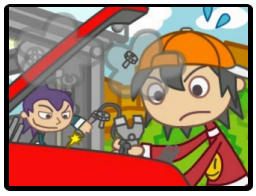


Developer Nousite
Publisher Nousite
Release date (jp) November 9, 2000
Genre Puzzle
Players 1-2 Players

Kuru Kuru Cube is a puzzle game that features characters from the game series Iwatobi Penguin Rocky X Hopper. The gameplay is made by moving the cursor ove falling pieces that makes them rotate. If the player can get four of the same colour to be together, they dissappear. The player can also rotate the whole cube in four directions.

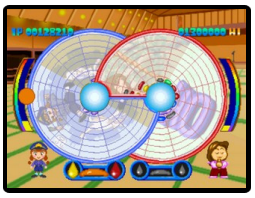
Kuru Kuru Marumaru

6.0



Developer JAM
Publisher Hudson Soft
Release date (jp) March 1, 2001
Genre Driving
Players 1 Player

The player controls a boy who thinks that a driver's license is essential for dating girls. So he decide to go on a drivers school and pass the tests to get the license. But this driving school is a bit different: He will have to pass test where he have to avoid falling rocks from cliffs of a mountain, drive underground, and on the sea.



Kuru Kuru Panic

6.5

Developer	Kool Kizz
Publisher	Kool Kizz
Release date	(jp) December 20, 1996
Genre	Puzzle
Players	1-2 Players

Kuru Kuru Panic is a puzzle game that features nine different characters and two different game modes. The gameplay is about rotating a wheel, trying to match the water coloured teardrop that fall with the ones that are on the wheel. Three or more of the same colour will make them dissapear. The player that reaches the border of the wheel with any of the coloured rows lose the game.

Kurukuru Twinkle: Onegaioho Shisama

Developer	Tomcat System
Publisher	Tomy
Release date	(jp) October 4, 1996
Genre	Puzzle
Players	1-2 Players

Kurukuru Twinkle - Onegaioho Shisama is a puzzle game where the player choose between two characters. The gameplay revolves around putting together three pieces of the same kind. The game also feature a two player mode.

Kurumi Miracle

Developer	Banpresto
Publisher	Banpresto
Release date	(jp) June 25, 1997
Genre	Adventure
Players	1 Player

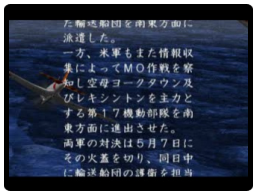
Kurumi Miracle is a mix between an adventure and a simulation game. The game tells the story about a young girl that is sent by her fathers to an island where she will get 100 days of training to become a better witch. She will have to talk to the town people and clear different events using her magical powers to help the villagers.

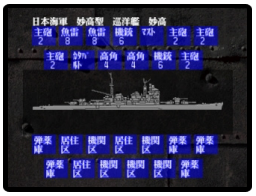
Kururin Pa!

Developer Sky Think System
Publisher Sky Think System
Release date (jp) July 7, 1995
Genre Puzzle
Players 1-2 Players

Kururin Pa! is a 2D puzzle game with eight different characters and two game modes. The gameplay is made up with rope pieces that fall from the ceiling, and the player will have to join them. When a fire piece appears, players can use it at the end of the joined rope pieces to make them dissapear and send them to the opponent. There are some pieces that have a face form and to make them dissapear, they have to be placed next to other rope pieces, and will dissappear when the fire activate the rope pieces.

Kuubo Senki





Developer General Support
Publisher Unbalance
Release date (jp) February 4, 1999
Genre Strategy
Players 1 Player

Kuubo Senki takes place in the World War II and puts the player as the chief commander of the Japanese naval fleet. The player will have to make different strategies to win the different battles.

Kyoro-chan no Purikura Daisakusen

7.3

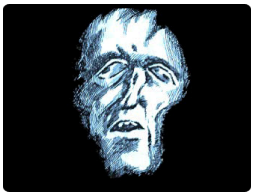
Developer Tomy
Publisher Tomy
Release date (jp) February 11, 1999
Genre Platformer
Players 1-2 Players

Kyoro-Chan No Purikura Daisakusen is a 2D cartoonish platform game, based on the mascot for a brand of Morinaga chocolate, known as ChocoBall. The player controls the parrot in different levels. During those levels he will face different animal enemies: Like monkeys and other creatures. The player have different attack movement and special attacks when he finds different kind of balloons.

Kyoto Maiko Monogatari

Developer Visit
Publisher Visit
Release date (jp) June 26, 2001
Genre Simulation
Players 1 Player

Kyoto Maiko Monogatari is a simulation game where the player controls a young girl that begins her training to become a maiko. The game features music mini games, and different levels of training that can only be reached when the girl pass the previous ones. During the game there are video sequences to show different things about the maiko way of life and the player can also interact with different trainers.



Kyoufu Shinbun

Developer Atelier Double
Publisher Yutaka
Release date (jp) December 24, 1996
Genre Adventure
Players 1 Player

In Kyōfu Shinbun, the player character has begun to receive a subscription to a mysterious newspaper. This daily publication “Horror Newspaper” predicts disasters and deaths. A strange violent poltergeist, represented by an oddly elongated spectral face, follows the player and seems to have a connection with the paper. Players interact with a number of people mentioned in the paper and try to safely navigate the games story while trying to unravel the mystery of this “Horror Newspaper”.

7.8

Kyousouba Ikusei Simulation: Derby Stallion

Developer ParityBit
Publisher ASCII Entertainment
Release date (jp) July 17, 1997
Genre Manager
Players 1 Player

Kyousouba Ikusei Simulation - Derby Stallion, also known as Derby Stallion, is the first game in the Derby Stallion simulation games for the PlayStation.

The game is a complex horse farm business simulation game that requires a strong Japanese literacy skills. It was origianlly released for the Super Famicom.

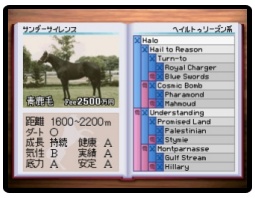
6.5

Kyousouba Ikusei Simulation: Derby Stallion '99

Developer ParityBit
Publisher ASCII Entertainment
Release date (jp) September 30, 1999
Genre Manager
Players 1 Player

Derby Stallion 99 combines horse breeding and racing with business management as the player seeks to build the best possible stable of horses over a one year cycle.

The game features PocketStation compatibility.



Kyoutei Wars Mark 6

Developer ParityBit
Publisher Enterbrain
Release date (jp) July 25, 2002
Genre Racing
Players 1 Player

Kyoutei Wars Mark 6 is a racing simulation game where the player controls a racing boat pilot. The game features different male and female drivers for the player to choose from, and the character can also be customized, choosing the stats and the type of helmet. The goal of the game is to win the Kyoutei championship.

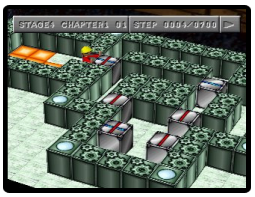
7.3

Kyuin

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) May 31, 1996
Genre Shooter
Players 1-2 Players

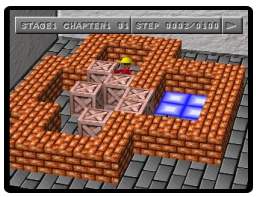
Kyuiin is a horizontal shoot-'em-up set in a fairy tale world. The players control a boy (and a girl in 2-player mode) who flies around on a vacuum cleaner fighting an array of fairy tale characters like Snow White, The Big Wolf, Frog Prince etc. In addition to a standard primary attack there is an ability to suck up certain enemies and projectiles into the vacuum thus building up a special power.

Best of the Best
February 2000



Kyuukyoku no Soukoban: 3D Puzzle & Cinema

9.3



Developer	Thinking Rabbit
Publisher	Itochu
Release date	(jp) September 13, 1996
Genre	Puzzle
Players	1 Players

Kyuukyoku no Soukoban - 3D Puzzle & Cinema tell the story of a gaffer in charge of a warehouse needing to get the stock correctly stashed. Unfortunately the stock can only be pushed around, requiring a bit of lateral thinking to get the warehouse in order. The game features four different stages and four different stories.

Kyuutenkai Fantastic Pinball

8.5

Developer	TechnoSoft
Publisher	TechnoSoft
Release date	(jp) March 31, 1995
Genre	Pinball
Players	1 Player

Fantastic Pinball plays very similar to the Alien Crush/Devil's Crush series of pinball games. This game also offers living bumpers, wandering enemies, and bonus rounds that take place outside of the main table.

Players can select from three different characters. They each have their own attributes that affect how the game is played. The pinball can also be powered up, allowing it to hit enemies and obstacles for greater damage.

Kuro no Ken: Blade of the Darkness

L no Kisetsu: A Piece of Memories

Developer	Tonkin House
Publisher	Tonkin House
Release date	(jp) August 5, 1999
Genre	Adventure
Players	1 Player

L No Kisetsu A Piece of Memories is a digital novel where the player character explore a real world and a fantasy world. The decisions that the player take will change the game's gameplay and the character's feelings.

Best Price
June 2001

7.5

Lagnacure

Developer	ArtDink
Publisher	SCEI
Release date	(jp) October 2, 1997
Genre	Role-playing game
Players	1-2 Players

Lagnacure is a 3D RPG with an isometric view where the player controls a young boy with the dream of becoming the best fighter in the world. The boy has enrolled in a martial art school, but not long after, strange things start happening around his town.

The game got a sequel a few years later called Lagnacure Legend.

Artdink Best Choice
July 2000

6.0

Lagnacure Legend

Developer	ArtDink
Publisher	ArtDink
Release date	(jp) June 7, 2000
Genre	Role-playing game
Players	1-2 Players

Lagnacure Legend, set fifteen years after the first Lagnacure, is fully 3D and utilizes a new battle system unlike its predecessor, called Active Real Time Battle. The player will use fighting game-esque commands to perform special attacks and combos. There will also be a defend button. Players can choose to play as eight characters, each with their own story.

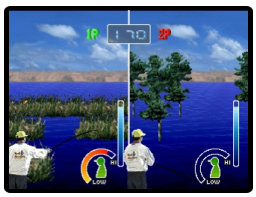
Reprint
September 1998

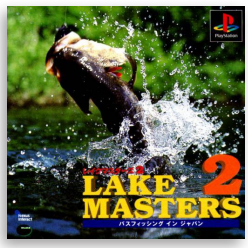
Lake Masters

Developer Nexus Interact
Publisher DaZZ
Release date (jp) August 2, 1996
Genre Sports
Players 1-2 Players

Lake Masters is a fishing game with four game modes: Tournament, Lake make, Free mode, and Versus mode.

The player can fish in differents lakes, like Water Melon, Kissimmee etc.





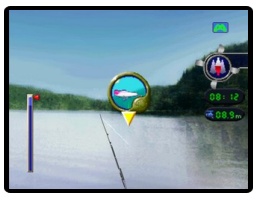
Reprint
May 1999

Lake Masters 2: Bass fishing in Japan

Developer Nexus Interact
Publisher DaZZ
Release date (jp) July 9, 1998
Genre Sports
Players 1 Player

Lake Masters 2 is a fishing game with two different modes of play: Tournament and Free fishing.

The player can fish in differents lakes like Water Melon, Kissimmee etc.



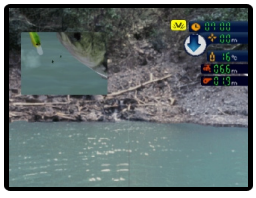
Reprint
August 2000

Lake Masters Pro

Developer Nexus Interact
Publisher DaZZ
Release date (jp) September 14, 1999
Genre Sports
Players 1 Player

Lake Masters Pro is the third and last game in the fishing game series for the PlayStation. The game feature 18 lakes with 130 fishing points, and the game modes: Travel, Free fishing, and Lure trade.

The game is compatible with the PocketStation.



7.7

Langrisser I & II

Developer Masaya
Publisher Masaya
Release date (jp) July 31, 1997
Genre Tactical role-playing game
Players 1 Player

This is a remake of two Genesis games: Langrisser, known as Warsong in North America, and its sequel, the enhanced version Der Langrisser.

The remake features the Ultima-style character creation, players choose between various answers to morally provoking questions, introduced in Der Langrisser, and also offers branching storyline, players can be good or side with the evil forces, if they wish.

Limited Edition
July 1997

8.4

Langrisser IV & V: Final Edition

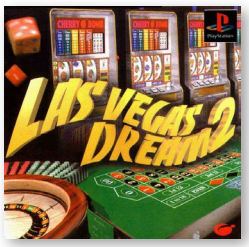
Developer CareerSoft
Publisher Masaya
Release date (jp) January 28, 1999
Genre Tactical role-playing game
Players 1 Player

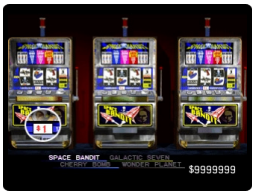
This is a PlayStation release of the two Saturn games bundled together: Langrisser IV and Langrisser V: The End of Legend. Both games form a separate sub-story within this strategy RPG series.

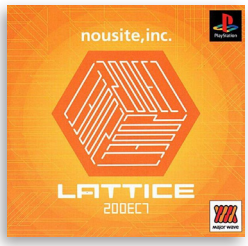
Las Vegas Dream 2

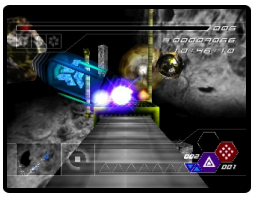
Developer Imagineer
Publisher Imagineer
Release date (jp) February 28, 1997
Genre Casino
Players 1-4 Players

Las Vegas Dream 2 is a casino simulation game with two main game modes: Virtual Mode, a sort of storty mode in which the player takes the role of an alien gambler that travels to Earth and visit the Galaxy Hotel in Las Vegas, where he will try to become millionaire playing six different casino games: Poker, Blackjack, Roulette, Slot Machine, Craps and Keno. And Multiplay mode, where one play against another player, or up to four players.









Lattice: 200EC7

7.0

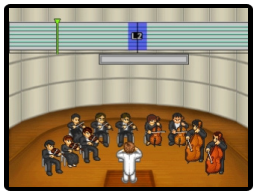
Developer	Nousite
Publisher	Hamster
Release date	(jp) April 27, 2000
Genre	Shooter
Players	1 Player

Lattice is a high-speed abstract rail-shooter. The player constantly moves forward at a rapid pace along straight square pathways connected by junctions. Enemies and obstacles swarm from all sides, attacking or obstructing the player, which must either shoot and destroy them or avoid them by either moving to other sides of the path or jumping over them. The player can change their path through the stage at various junctions, as well as turn around and head the opposite direction if necessary.

ff+pp
September 2000

Le Concert ff

7.0



Developer	Same Creative
Publisher	Warashi
Release date	(jp) December 9, 1999
Genre	Music
Players	1 Player

Le Concert ff (fortissimo) is a rhythm game in which the player takes the role of a young male classic orchestra conductor. Fortissimo is a term in music dynamics meaning “to be played very loudly.” It was released alongside Le Concert pp.

There are two different game styles: gamers mode and musicians mode. In the latter one, “musical dynamics” will be displayed instead of regular buttons.

ff+pp
September 2000

Le Concert pp

7.0

Developer	Same Creative
Publisher	Warashi
Release date	(jp) December 9, 1999
Genre	Music
Players	1 Player

Le Concert pp (pianissimo) is a rhythm game in which the player takes the role of a young female classic orchestra conductor. “Pianissimo” refers to the volume of a soft sound or soft note. It was released alongside Le Concert ff.

The games was later released as a compilation pack with both games included.

Leading Jockey '99

Developer Harvest One
Publisher Harvest One
Release date (jp) April 1, 1999
Genre Racing
Players 1-2 Players

Leading Jockey '99 is the sequel to Leading Jockey Highbred and is also a horse racing game. The game begins with the player choosing two horses to breed and create a proper racing horse, born from the two horses.

The player can compete in differents tracks and in a variety of weather conditions, like sun, cloudy or rain.

Leading Jockey: Highbred

Developer Harvest One
Publisher Harvest One
Release date (jp) October 10, 1996
Genre Racing
Players 1-2 Players

In Leading Jockey Highbred the player can compete in differents tracks and in a variety of weather conditions like sun, cloudy or rain. The gameplay has a arcade feel to it. To gain speed, the player has to press the Circle Button several times, but also has to be careful not to tire the horse to much, or it will lose stamina and the race will be lost.

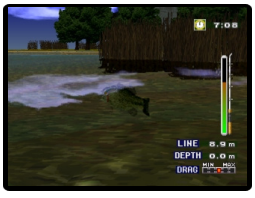
Let's go Bassfishing

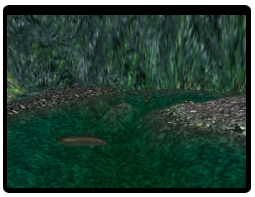
X.X

Developer Team Daiwa
Publisher Banpresto
Release date (jp) April 22, 1999
Genre Sports
Players 1 Player

Let's Go Bassfishing is a 3D cartoonish fishing game that allows players to do bassfishing on the PlayStation. The game features three play modes: Story mode, where players participate in professional tournaments. Free fishing, where players enjoy the freedom to fish. And Fish view mode, where players take control of the fish and try to avoid being catched.

Seen by some as one of the best fishing games never released outside of Japan.





Let's go Flyfishing

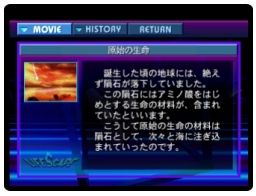
Developer Victor Interactive Software
Publisher Victor Interactive Software
Release date (jp) January 21, 1999
Genre Sports
Players 1 Player

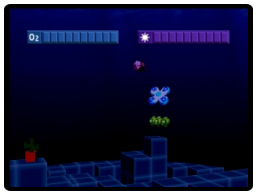
• Let's go Flyfishing is another fishing game for th PlayStation. In this game, the player go mountain fishing. Players start the game arriving on a mountain and start controlling the character. When players find a shining spot they can play mini games, or find a fishing spot where they can start fishing.

Lifescape: Seimei 40 Okunen Haruka na Tabi

Developer Scitron & Art
Publisher Mitsui Bussan
Release date (jp) January 26, 1996
Genre Edutainment
Players 1 Player

Lifescape - Seimei 40 Okunen Haruka na Tabi is an educational game that takes place in a distant future in which the player can visit two museums that will explain the evolution of the species on Earth. The first disc explains the life in water (Aquasphere) and the second disc explains the evolution of the life on land (Landsphere).

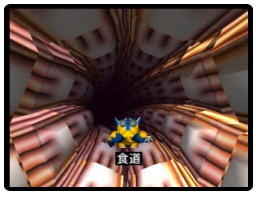




Lifescape 2: Body Bionics - Kyoui no Shouuchuu Jintai

Developer Scitron & Art
Publisher Mitsui Bussan
Release date (jp) August 7, 1997
Genre Edutainment, Shooter
Players 1 Player

Lifescape 2 - Body Bionics - Kyoui no Shouuchuu Jintai is another educational game in the Lifescape series. The game is set in a distant future where the player takes control of a robot that is sent inside a human body by a doctor to cure the different deceases inside. Each level takes place in a different part of the human body.



8.0

Lightning Legend

Developer KCET
Publisher Konami
Release date (jp) December 20, 1996
Genre Fighting
Players 1-2 Players

Lightning Legend is a 3D 1-on-1 fighting game with a strong focus on story elements. The single-player story mode allows the player to choose from one of eight characters who are each traveling around Japan for their own personal reasons. Extended dialogue sequences before and after each battle drive the story. There is also a two-player versus mode.

7.0

Linda Cube Again

Developer Alfa System, MARS Corporation, Contrail
Publisher SCEI
Release date (jp) September 25, 1997
Genre Role-playing game
Players 1 Player

Linda Cube Again, also known as Linda³ Again, is an enhanced remake of the PC Engine CD game Linda³. The main story line in this version remains unchanged for the most part; however, many of the dialogues have been altered, and several characters modified and/or presented in a different way - which, naturally, also has an impact on the story. For example, a cut scene early in the game showed Linda and Ken kissing in the original version; in the remake, Linda punches him instead.

PlayStation the Best
June 1999

7.5

Ling Rise

Developer Atelier Double
Publisher Epoch
Release date (jp) November 25, 1999
Genre Action role-playing game
Players 1 Player

Players can join Ginball in his quest to find the legendary Ling Master in this Action RPG. Along the way players encounter many Lings, ancient creatures which will help players in their battles, and fight against the evil dictator Mubara.

MajorWave 1500 Series
March 2001

Little Lovers: She So Game

8.0

Developer	OeRSTED
Publisher	NTT
Release date	(jp) September 2, 1999
Genre	Board game, Dating sim
Players	1-4 Players

Little Lovers - She So Game, first released for Windows 95 as life simulation with only three characters, was released for the PlayStation as a Table Love Simulation with six different girls. In the beginning of the game, players choose a girl out of six, where the four players are going to compete for her heart.

Little Princess+1
Edition
October 2000

Little Princess: Maru Oukoko no Ningyou Hime 2

7.9

Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software
Release date	(jp) November 25, 1999
Genre	Role-playing game
Players	1 Player

Little Princess: Marl Ōkoku no Ningyō Hime 2, also known as Little Princess: The Puppet Princess of Marl Kingdom 2, is a sequel to Rhapsody: A Musical Adventure, set twelve years after Rhapsody. Unlike its predecessor, Little Princess uses a more traditional RPG battle system, but it still contains many of the same themes of love and music.

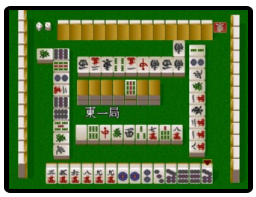
Little Witching Mischiefs

6.0

Developer	Toys for Bob
Publisher	Bandai
Release date	(jp) February 4, 1999
Genre	Tactical role-playing game, Mini-games
Players	1-2 Players

Little Witching Mischiefs, also known as Majokko Daisakusen: Little witching mischiefs, is a turn-based strategy game with action-style battles featuring characters from several famous magical girl anime series from the ‘60s, ‘70s, and ‘80s: Mahō Tsukai Sally, Himitsu no Akko-chan, Mahō Tsukai Chappy, Cutey Honey, Majokko Megu-chan, Hana no Ko Lunlun, and Mahō Shōjo Lalabel. It is in fact a reworked version of The Unholy War with all of the graphics, sound, and story completely replaced.

8.0



Logic Mahjong Souryu

Developer Nippon Ichi Software
Publisher Nippon Ichi Software
Release date (jp) December 20, 1996
Genre Board game
Players 1 Player

Logic Mahjong Souryu, or Souryu: Logical Mahjong, is a mahjong game that features 16 different characters to choose from and different kind of mahjong styles: Edit mode, Debug mode, Free Play Mode and Story Mode.

In the story mode, the player takes the role of a mahjong player that advance through the story by defeating different players in mahjong games.

Major Wave Series
March 2002

Logic Mahjong Souryuu: Sannin Uchi - 3 Players Game

Developer Nippon Ichi Software
Publisher Nippon Ichi Software
Release date (jp) May 4, 1999
Genre Board game
Players 1 Player

Logic Mahjong Souryuu - Sannin Uchi - 3 Players Game is a mahjong game that features sixteen characters to choose from and different kind of mahjong styles: 3 players mahjong, 4 players mahjong, etc.

The game was later released as a 4-3 Player version.

4-3-Player Version
August 2000

Logic Pro Adventure

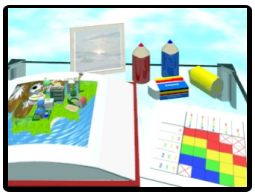
Developer Deniam
Publisher Aqua Rouge.
Release date (jp) January 3, 2001
Genre Puzzle
Players 1-2 Players

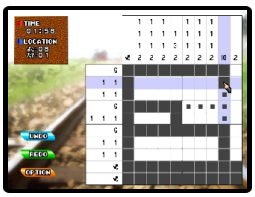
Logic Pro Adventure is a nonogram puzzle game with a bright cartoony style, and the third title in Deniam's Logic Pro series. The player can move around a world map selecting different locations to play puzzles, each with a different background. Each space in the map is marked by a colored gem, which indicates the size and difficulty of the puzzle within. The ultimate goal is to collect 50 of each type of gem from the puzzles, then complete a 'boss' puzzle to bring peace back to the kingdom.

Logic Puzzle Rainbow Town

Developer Human Entertainment
Publisher Human Entertainment
Release date (jp) March 8, 1996
Genre Puzzle
Players 1 Player

Logic Puzzle Rainbow Town is a nonogram game, often known as a Picross game, that features over 700 different puzzles of different themes and also a nonogram puzzle editor.





London Seirei Tantei-Dan

7.5

Developer Bandai
Publisher Bandai
Release date (jp) May 20, 1999
Genre Role-playing game
Players 1 Player

Players take the role of a mischevious orphan, who with his friend is living in London during the Victorian era.

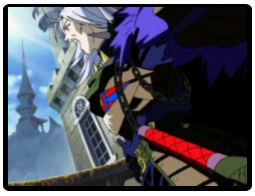
MajorWave Series
May 2000

Lord Monarch: Shin Gaia Oukokuki

7.0

Developer Toshiba EMI
Publisher Toshiba EMI
Release date (jp) December 23, 1998
Genre Strategy
Players 1 Player

Lord Monarch is a strategy war game and the seventh installment in the Dragon Slayer series. It was originally released in 1991 for the NEC PC-9801, later ported to the Super Famicom and the Sega Mega Drive, then remade for the PlayStation and Windows as Lord Monarch Online and released for free.



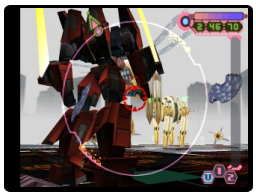
7.0

Lord of Monsters

Developer Lindwurm
Publisher SCEI
Release date (jp) June 10, 1999
Genre Role-playing game
Players 1-2 Players

Lord of Monsters tells the story of a pillar that arised on the west. The pillar was the source of manitou, and this manitou brought ruin to mankind. The game features four different difficulty levels depending on the character that the player choose.

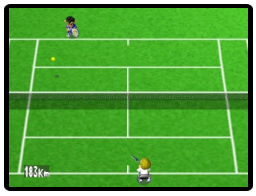
7.5



Love & Destroy

Developer Arc Entertainment, Inti Creates
Publisher SCEI
Release date (jp) December 15, 1999
Genre Shooter
Players 1 Player

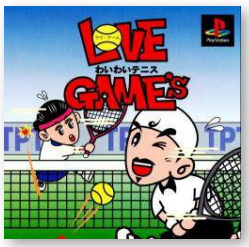
'Love & Destroy' is a Ren'ai Action (Romantic Love Action). The animation is done by Production IG, the same company who did the animation for Sony's Yarudora Series (Double Cast, Kisetsu wo Dakishimete, etc). The character designer is by Katsura Masazaku, who is the author for popular manga like I's, Video Girl Ai and DNA.



Love Game's: Wai Wai Tennis

Developer Tears
Publisher Tears
Release date (jp) February 28, 1997
Genre Sports
Players 1-4 Players

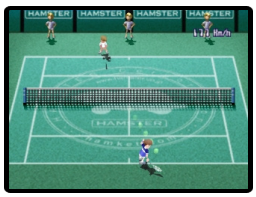
Love Game's - Wai Wai Tennis is a tennis arcade oriented game. The game have three play modes: Story mode, where players create a new tennis player and follow their story playing in different courts against different opponents and make them the champion. Vs. mode, where players play against each other in different courts. And an Edit mode.



Major Wave Series
June 2000

Love Game's: Wai Wai Tennis Plus

7.0



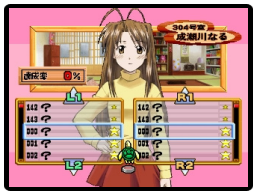
Developer	Tears
Publisher	Hamster
Release date	(jp) March 28, 2002
Genre	Sports
Players	1-2 Players

This Plus release of Love Game's Waiwai Tennis is a slightly different, yet updated version of the original game. It contains around 150 different character moves and around 70 different striking variations. The game also features improved graphics and additional gameplay modes (Tournament now supports both 4 and 8 players, and Quick Play mode has been added which lets one play 1-on-1 or 2-on-2 matches).

"mobygames.com"

Love Hina: Ai ha Kotoba no Naka ni

6.0



Developer	KCET
Publisher	Konami
Release date	(jp) September 28, 2000
Genre	Adventure, Dating sim
Players	1 Player

Love Hina: Ai wa Kotoba no Naka ni is the first game based on the world-wide popular "Love Hina" manga and anime for PlayStation. This adventure game's main focus is on collecting words for one of the five heroines from the series. The player are Keitarou Urashima, the protagonist from the series, living together in a huge mansion with Naru Narusegawa, Shinobu Maehara, Kaolla Su, Motoko Aoyama, and Mitsune Konno.

Love Hina 2: Kotoba wa Konayuki no Youni

6.6

Developer	KCET
Publisher	Konami
Release date	(jp) November 30, 2000
Genre	Adventure, Dating sim
Players	1 Player

Released only two months after the first game, this game mimics everything from the first one, from gameplay to design. As in the prequel, the game's main focus is on collecting words for one of the five heroines from the series. The player are once again Keitarou Urashima, the protagonist from the series, living together in a huge mansion with Naru Narusegawa, Shinobu Maehara, Kaolla Su, Motoko Aoyama, and Mitsune Konno.

Love Therapy

Developer B-Factory
Publisher B-Factory
Release date (jp) July 9, 1998
Genre Adventure, Dating sim
Players 1 Player

Love Therapy is a dating simulation game that features three modes: Love Story, where players try to fall in love with one of the twelve girls. There are different locations to go and things to buy for her. To advance in the game, the player have to succeed each day with the girl. Therapy, where players answer different questions to know their personality. And Catalog, a gallery of images from different places in the game.

7.0

Love Love Torokko

Developer TYO
Publisher TYO
Release date (jp) June 24, 1999
Genre Platformer
Players 1-2 Players

In Love Love Truck, the player and their partner are on a handcar. Players pump the walking beam up and down to move, while the partner or the player can jump up to grab power ups, energy, time, etc.

7.9

LSD: Dream Emulator

Developer OutSide Directors Company
Publisher Asmik Ace Entertainment
Release date (jp) October 22, 1998
Genre Adventure
Players 1 Player

LSD, also known as LSD: Dream Emulator, is a surrealistic exploration game based on a dream journal that Hiroko Nishikawa, a staff member at Asmik Ace Entertainment, had been keeping for a decade. The Limited Edition include a CD-single.

The game has earned itself a small cult following due to the generally disturbing and eccentric nature of the game. Today, a complete game usually sells for 200-300$ on the second market.

Limited Edition
October 1998

Lucifer Ring

6.8

Developer	Toshiba EMI
Publisher	Toshiba EMI
Release date	(jp) December 23, 1998
Genre	Beat'em up
Players	1 Player

Lucifer Ring plays much like Golden Axe but in full 3D, where Nash walks along a linear path and is constantly confronted by monsters who want nothing more than to end his life. Every now and then the player is given an opportunity to choose paths to get from point A to point B in several ways. At the end of every stage there is a boss waiting for Nash to make his day just a little less sunny and cheerful.

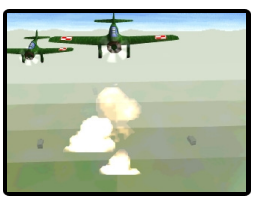
"mobygames.com"

Luciferd: Psychological Adventure

7.0

Developer	TEN
Publisher	TEN
Release date	(jp) August 27, 1998
Genre	Adventure
Players	1 Player

Luciferd - Psychological Adventure is billed as a futuristic psychological adventure. The game is divided into five different games, since there are five different main characters where the stories is set in the future, in the medieval Japan, and in the Medieval Europe. The gameplay is classic graphic adventure where the player control the pointer and click on different places to go or people to talk to.



Luftwaffe: Doitsu Kuugun o Shiki Seyo

Developer	Pegasus Japan
Publisher	Victor Interactive
Release date	(jp) February 25, 1999
Genre	Strategy
Players	1 Player

Luftwaffe - Doitsu Kuugun o Shiki Seyo puts the player in the role of a commander of a German Air Force (Luftwaffe), in the Second World War. The game has a dynamic system in real-time, moving all forces, including highlights and full of flowing 3D battle screen. The combination of aircraft and pilots give an almost infinite variation of troops.

5.0

Lulu

Developer Tohoku Shinsha
Publisher Tohoku Shinsha
Release date (jp) November 1, 1996
Genre Adventure
Players 1 Player

Lulu is an interactive story “game” based upon Romain Victor-Pujebets, The book of Lulu. The ideas that went in to Lulu are indeed strange. In one area players find a woman dressed in turn of the century clothing sitting in a desert garden accompanied by a record player and a few records. It’s possible to play the records on the player which in turn sends the woman in to a dancing fit from anything from classic waltz to drum and bass.

8.0

Lunar Wing: Toki o Koeta Seisen

Developer Shoeisha
Publisher Shoeisha
Release date (jp) July 12, 2001
Genre Tactical role-playing game
Players 1 Player

Lunar Wing - Toki wo Koeta Seisen is a love-themed strategy RPG where players take part in battles using the game’s active time simulation battle system while attempting to earn the affection of bishojo (used to refer to young and pretty girls, usually below university age) characters.

The game features different endings depending of the player relations during the game.

SuperLite 1500 Series
March 2003

8.0

Lunatic Dawn III

Developer ArtDink
Publisher ArtDink
Release date (jp) December 17, 1998
Genre Action role-playing game
Players 1 Player

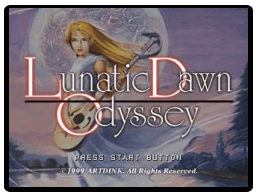
Lunatic Dawn III is a RPG where players have full control over their destiny. The game starts players off in a random section of the immense gaming world. This allows players to express their own personality: be it peace loving or belligerent.

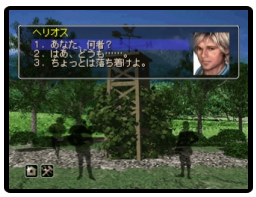
Artdink Best Choice
January 2000

Artdink Best Choice
September 2000

Lunatic Dawn Odyssey

8.2





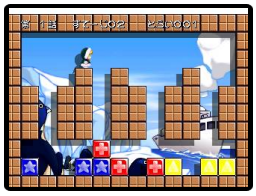
Developer	Artdink
Publisher	Artdink
Release date	(jp) December 2, 1999
Genre	Role-playing game
Players	1 Player

Lunatic Dawn Odyssey is a RPG where the player control a group of adventures. In their journey, they will face different kind of enemies, talk to different characters and change their equipment in the shops.

The game features a high degree of freedom, where for instance, the character can get married and have children.

Lup Salad: Lupupu Cube

7.7



Developer	Fupac
Publisher	Datam Polystar
Release date	(jp) October 30, 1996
Genre	Puzzle
Players	1-2 Players

Lup Salad - Lupupu Cube is a puzzle game. Matching at least three of the same colour causes blocks to disappear, and any blocks they were supporting, drop down. While Salad is fairly agile and can jump gaps of one space, or hop up to a block one level higher, there are many places she cannot reach without the aid of the coloured blocks she can push around.

The game got a re-release on the NDS.

Lupin the Third

7.0

Developer	Daiki
Publisher	Daiki
Release date	(jp) November 26, 1998
Genre	Interactive comic
Players	1 Player

Lupin the Third features four interactive comics of the popular Monkey Punch's character.

Lupin III was first released as a Japanese manga series by Kazuhiko Kato under the pen name of Monkey Punch. The story follows the adventures of a gang of thieves led by Arsène Lupin III, the grandson of Arsène Lupin, the gentleman thief of Maurice Leblanc's series of novels.

Lupin the Third Chateau de Cagliostro

Developer	Asmik
Publisher	Asmik
Release date	(jp) January 10, 1997
Genre	Adventure
Players	1 Player

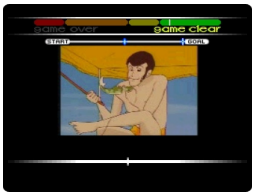
Ten years have passed since the events in the film Lupin III: Castle of Cagliostro. The player, as Lupin, return to the tiny country to see how things have turned out, and to meet Clarice again. There are a fair amount of clips from the movie, as well as the Castle being totally rendered into 3D for players to be able to explore.

PlayStation the Best
May 1998

Lupin The 3rd: Punch The Monkey! Game Edition

Developer	Bandai
Publisher	Bandai
Release date	(jp) June 22, 2000
Genre	Music
Players	1 Player

Punch the Monkey! is a rhythm action game following the mold of Parappa the Rapper. As the music video plays, targets will scroll left to right across the crosshair bar. Each target will have a circle, square, triangle, or X, indicating what button players must press to shoot down the target. They must press the appropriate button when the target is within the crosshair.



Langrisser I & II

Reprint
September 1999

M: Kimi wo Tsutaete

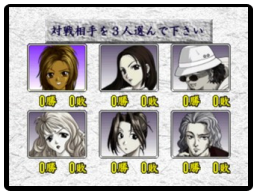
Developer Nexus Interact
Publisher DaZZ
Release date (jp) December 20, 1996
Genre Adventure, Dating sim
Players 1 Player

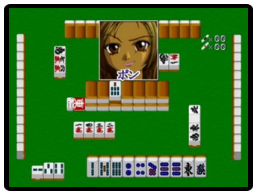
M is a love/dating simulation game. The game immediately starts by asking players a series of questions to determine their personality, after which the heroine is determined based on their personality. Similar to other simulation games, player has a set of skills that may be upgraded by performing various tasks. Things like sleeping, working, shopping, etc.

Ma-Jyan de Pon! Hanahuda de Koi! Our Graduation

Developer KID
Publisher KID
Release date (jp) February 3, 2000
Genre Board game, Cards
Players 1 Player

Ma-Jyan de Pon! Hanahuda de Koi! Our Graduation, also known as Our Graduation, is a collection of a mahjong and a hanafuda game with six different opponent to play against in free mode. The game also features an unlockable gallery that can be unlocked playing the story mode parts.





Reprint
February 2001

Maboroshi Tsukiyo

Developer Sims
Publisher Kaga Tech
Release date (jp) April 6, 2000
Genre Adventure
Players 1 Player

Maboroshi Tsukiyo is an adventure game, released for the Dreamcast and PlayStation, where the player takes the role of Takashi Tanaka. One summer evening he meet a ghost girl in the park, and the ghost girl start living with him in his appartment.

The game features Japanese voice acting, unlockable CG galleries, and character profiles.

7.4

Macross Digital Mission VF-X

Developer Unit
Publisher Bandai
Release date (jp) February 28, 1997
Genre Shooter
Players 1 Player

The game is based on Macross, a series of science fiction mecha anime, originally created by Shōji Kawamori of Studio Nue in 1982.

Macross Digital Mission VF-X was the first 3D graphics and polygonal game of the franchise. The game is set in 2047, and focuses on a UN Spacy squadron assigned to rescue a girl band called the Milky Dolls.

Playstation the Best
May 1998

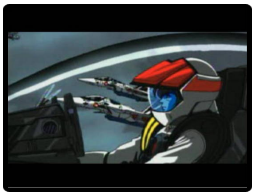
7.6

Macross: Do you remember love?

Developer Bandai
Publisher Bandai
Release date (jp) May 27, 1999
Genre Shooter
Players 1 Player

The Super Dimension Fortress Macross: Do You Remember Love is a fast-paced sci-fi side-scrolling 2D shooter which very closely follows the storyline of the anime movie of the same title, allowing the player to play through every battle sequence from the movie. The player has the role of the main protagonist Hikaru Ichijyo and his craft that can transform into Fighter, Gerwalk and Battroid modes any time during battle.

"mobygames.com"



7.7

Macross Plus Game Edition

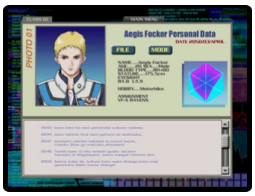
Developer Art Co.
Publisher Shoeisha
Release date (jp) June 29, 2000
Genre Shooter
Players 1 Player

Macross Plus: Game Edition is based on Macross Plus, an original Macross sequel OVA, with cutscenes from the movie version included.

Unlike the previous Macross games, the mecha does not transform during battle. One unique feature is DSS. When an opponent fires missiles at the player, pressing the DSS button will perform special moves, like quick missile evasion.

Macross VF-X 2

8.3



Developer	Bandai
Publisher	Bandai
Release date	(jp) September 2, 1999
Genre	Shooter
Players	1 Player

Macross VF-X2 is set three years after the events of VF-X. As Ace Pilot, “Aegis Focker”, it is up to the player and the VFX Raven’s “Alpha Squadron” to defend the colonists from the terrorists and stop them from using the device to annihilate the U.N forces.

This was the only Macross game planned for an American release, but was canceled due to unknown reasons.

Mad Panic Coaster

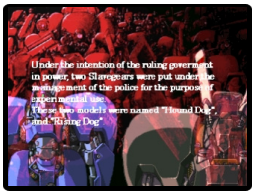
7.0

Developer	Hakuhodo
Publisher	Hakuhodo
Release date	(jp) November 20, 1997
Genre	Action
Players	1 Player

Mad Panic Coaster is divided into five different levels beginning in mad island, each of them divided into three differents courses with an ending level boss at the end of the third corse. The player has to ride three times each course to advance to the next one.

Mad Stalker: Full Metal Force

6.0



Developer	Fill In Cafe
Publisher	Family Soft
Release date	(jp) July 3, 1997
Genre	Beat’em up
Players	1-2 Players

Mad Stalker Full Metal Force, originally released for the x6800, PC Engine and FM Towns, put the player in control of a giant mecha suit on a rampage, with the choice from three suits of varying powers.

The game features the two game modes: Story mode and Versus mode.

5.0

Magical Date: Doki Doki Kokuhaku Daisakusen

Developer Taito
Publisher Taito
Release date (jp) November 20, 1997
Genre Mini-games
Players 1-2 Players

Magical Date is a port of a Taito arcade game. The theme of the game is that players date girls, and to make a more successful date they have to win some mini games.

The game comes with three modes: Arcade, the featured game. Dance mode, player can watch the three girls dance. Photo Studio and Album mode, where players take pictures and watch them.

Taito 2000 Series
August 2000

Magical Dice Kids

Developer Arc Entertainment
Publisher SCEI
Release date (jp) August 3, 2000
Genre Board game
Players 1-4 Players

Magical Dice Kids is a board game where up to four players can play in vs. or story mode in a 3D board game.

In the story mode, the player controls a young kid in a four stage board game. To advance the story, players have to complete each stage. The gameplay has the player roll the dice and advance through the board, in some squares there are different events, shops and items.

7.7

Magical Drop

Developer Data East
Publisher Data East
Release date (jp) January 13, 1996
Genre Puzzle
Players 1-2 Players

This is the first game in the Magical Drop series. Similar to other titles in the series, the goal of the game is to clear the screen of constantly advancing objects called ‘drops’. The player character, stuck at the bottom of the screen, has a grapple which can be used to pull down a single drop, change its colour and put it back in line. Drops disappear when a line of three or more drops of the same colour is created.

Major Wave
Arcade Hits
November 2002

Major Wave Series
April 2001

Magical Drop F: Daibouken mo Rakujyanaia!

8.2

Developer Sakata SAS, Tenky
Publisher Data East
Release date (jp) October 21, 1999
Genre Puzzle
Players 1-2 Players

This is the first title in Magical Drop series developed exclusively for the home console. Basic gameplay is similar to other entries in the series: the player need to clear the screen of falling drops of different color. This is done by grabbing a drop of any color and shooting it back on the board trying to connect 3 or more drops of the same color to make them disappear.

Magical Girl Pretty Samy Part 1: In the Earth

Developer TamTam
Publisher Pioneer
Release date (jp) December 20, 1996
Genre Adventure
Players 1 Player

Magical Girl Pretty Samy Part 1 tells the story of Tsunami, who has just been chosen to be the next Queen of Juraihelm. But before her inheritance to the throne could be finalized, Tsunami must first prove her worthiness by selecting a magical girl to champion her cause.

Magical Girl Pretty Samy Part 2: In the Julyhelm

Developer TamTam
Publisher Pioneer
Release date (jp) March 14, 1997
Genre Adventure
Players 1 Player

Magical Girl Pretty Samy Part 2 in the Julyhelm continue the plot from the first game.

The two games are based on the anime with the magically transformed version of the Sasami character from the various Tenchi Muyo! series.

Magical Medical

Developer	Konami
Publisher	Konami
Release date	(jp) September 10, 1998
Genre	Action role-playing game
Players	1 Player

Magical Medical tells the story of the student Matsudo Ayumi, who one day at the elementary suddenly collapse in the classroom. She was infected by the “Mysterious pathogen X”. The player controls Paya N, an antivirus that travel inside her body to destroy the virus.

7.0

Magical Zunou Power!! Party Selection

VAP Best Thanks 1800
January 2000

Developer	E’s
Publisher	VAP
Release date	(jp) March 19, 1998
Genre	Trivia
Players	1-4 Players

Magical Zunou Power! Party Selection is a party game for up to four players, based on the Magical Zunou Power TV Show that was aired by Nippon Television between 1990-1999.

The gameplay revolves around answering questions and solve puzzles to gain points.

“kimsufi.com”

Magnetic Power Microman Generation 2000

Developer	Takara
Publisher	Takara
Release date	(jp) December 16, 1999
Genre	Action-adventure
Players	1-2 Players

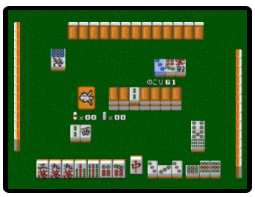
Chou Jiryoku Senshi Microman: Generation 2000 is an action game based on the Microman toys. In the adventure mode, players choose between play as Microman or Microlady. In the Vs. mode, players fight in differents stages using a variety of characters.

Mahjong

Developer Konami
Publisher Konami
Release date (jp) January 13, 2000
Genre Board game
Players 1 Player

Mahjong (Hyper Value 2800) is an adventure mahjong game where the player is a mahjong gambler that goes around town playing mahjong games in different places. The player can unlock different items in his home by playing in different mahjong tournaments.

Players can buy different clothes that they can dress girls they have defeated in a mahjong game in.



Mahjong de Asobo

Developer Ving
Publisher Ving
Release date (jp) November 30, 2000
Genre Board game, Puzzle
Players 1 Player

Mahjong de Asobo is a mahjong game where the player arrives at a female high school as a teacher, and start playing mahjong games against three female characters. If the player wins, he can unlock different slide puzzles to play with, that show character pictures.

The game features Japanese voice acting, a character picture gallery, and unlockable slide puzzles games.

Mahjong Goku Tenjiku '99
June 1999

Mahjong Goku Tenjiku

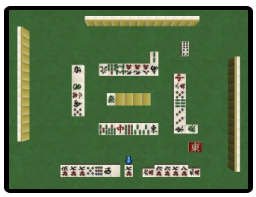
8.0

Developer Chat Noir
Publisher Electronic Arts Victor
Release date (jp) December 3, 1994
Genre Board game
Players 1 Player

Mahjong Gokū Tenjiku is a mahjong tournament between characters from Xi You Ji ("Journey to the West"), the classic Chinese novel. The player can choose to play as the four "good" characters from Xi You Ji: the Buddhist monk Xuan Zang, the famous monkey Sun Wukong, the pig Bajie, and Xuan Zang's pupil Wujing.

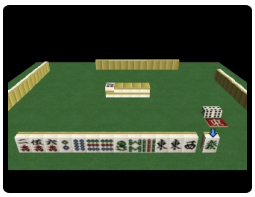
Mahjong Goku Tenjiku '99 is an updated version of the game.

Mahjong II

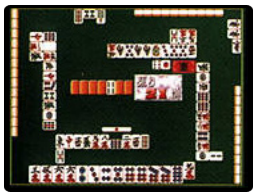


Developer Success
Publisher Success
Release date (jp) July 22, 1999
Genre Board game
Players 1 Player

Mahjong II (SuperLite 1500 Series) is a mahjong game that features three different camera angles. The game modes include a tournament mode and free mode.



Mahjong Ganryuu Shima



Developer Cosmos Computer
Publisher ASCII Entertainment
Release date (jp) July 7, 1995
Genre Board game
Players 1 Player

Mahjong Iwaonaga Shima, Mahjong Iwaoryo Island, or Mahjong Ganryuu Shima, is a mahjong game set in the Edo period, where the player takes the role of a swordsman playing mahjong with different characters.

ASCII
Casual Collection
October 2000

Mahjong Kurabu

Developer Natsu System
Publisher Hect
Release date (jp) April 9, 1998
Genre Board game
Players 1 Player

Mahjong Kurabu, also known as Mahjong Club, is a mahjong game featuring the possibility of edit the opponents stats before playing againts them.

Honkakuha de 1300 Yen
May 1999

SuperLite 1500 Series
July 2001

Mahjong Senjutsu: Anzou Michuru no Tsugi Akima

Developer	Warashi
Publisher	Warashi
Release date	(jp) June 14, 1996
Genre	Board game
Players	1 Player

Mahjong Senjutsu - Anzou Michuru no Tsugi Akima Satsuhou is another mahjong game, featuring a tutorial on the rules of the games, among other features.

SunSoft Collection Best
October 1998

Mahjong Station Mazin: Mashin

8.5

Developer	SunSoft
Publisher	SunSoft
Release date	(jp) December 3, 1994
Genre	Board game
Players	1 Player

MAZIN is an early full-3D mahjong game. Ten heroes from the past and present, including a Greek warrior, a wild-west gunman, a 15th-century Romanian vampire, and a retro-futuristic robot, have been gathered together by the gods for a mahjong tournament.

The game includes the two game modes; Campaign Mode, and Free Battle mode.

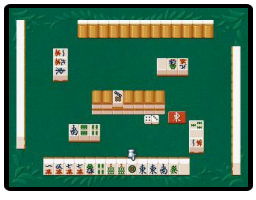
Koei Teiban Series
November 2001

Mahjong Taikai II Special

9.0

Developer	Koei
Publisher	Koei
Release date	(jp) November 29, 1996
Genre	Board game
Players	1 Player

Mahjong Taikai II Special is an enhanced remake of Mahjong Taikai II. The game plays much the same as the SNES version, allowing players to play mahjong against 23 famous historical and fictional figures, including Toyotomi Hideyoshi, Abraham Lincoln, Joan of Arc, and Sherlock Holmes. This remake includes full 3D graphics and voice clips for each character.



Mahjong Toriadama Kikou

Developer Warashi
Publisher Media Rings
Release date (jp) February 24, 2000
Genre Mini-games
Players 1 Player

Mahjong Toriadama Kikou, also known as Saibara Rieko no Mahjong Toriadama Kikou, feature seven mini games.

The game also has PocketStation support.

Fukyuuban 1500 Series
December 2000

8.0

Mahjong Uranai Fortuna: Tukino Megamitachi

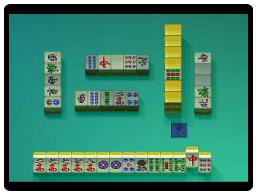
Developer Affect
Publisher Affect
Release date (jp) February 1, 2001
Genre Board game
Players 1 Player

Mahjong Uranai Fortuna Tukino Megamitachi is a mahjong game, featuring three game modes and six different opponents.

Also featured is a gallery mode.

SuperLite 1500 Series
August 2002

Mahjong Yarouze!



Developer Konami
Publisher Konami
Release date (jp) April 28, 1999
Genre Board game
Players 1 Player

Mahjong Yarōze! is a mahjong game based on the work of manga artist Masayuki Katayama, including No Mark Bakuhaitō, Risō Janshi Dotopper, and Gambler Jiko Chūshinha. The main draw is a tournament mode, but there is also a free match mode with several levels of difficulty, so even beginners can learn to play. A total of 12 characters from various series appear, complete with voice acting.

"mobygames.com"

Tamago-Gumi R -
Jong For Beginners
January 2000

Mahjong Youchien: Tamago-Gumi

7.0

Developer Affect
Publisher Affect
Release date (jp) March 13, 1998
Genre Board game
Players 1 Player

Mahjong Youchien - Tamago-Gumi is a mahjong game specially designed for young players to learn how to play mahjong. The game features different game modes and several different opponents to play against.

Mahjong Youchien: Tamago-Gumi 2 - Taikai e Ikou!

Developer Affect
Publisher Affect
Release date (jp) September 28, 2000
Genre Board game
Players 1 Player

Mahjong Youchien Tamago-Gumi 2 - Taikai e Ikou! is another mahjong game specially designed for young players to learn how to play mahjong. The game features many of the same game modes as the first game, and again, alot of different opponents to play against.

Mahou Shoujo Fancy Coco

7.0

Developer Planning Office Wada, Magitec
Publisher Planning Office Wada
Release date (jp) September 13, 1996
Genre Simulation, Mini-games
Players 1 Player

Mahou Shoujo Fancy Coco is a game in the simulation genre where the player train a young princess named Coco to become the magical princess. She will have to fight againt other candidates, do different things to improve her stats, talk to different people of the kingdom, and she can also go around town buying new items to improve her stats. The game features mini games and different endings.

Mahou Tsukai ni Naru Houhou

Developer TGL
Publisher TGL
Release date (jp) February 18, 1999
Genre Role-playing game
Players 1 Player

The focus of Mahou Tsukai ni Naru Houhou seems to be in learning and creation of magic. Players move through different locations where they control their sprite in a 3D environment, not unlike Grandia's world. In there, they have enemy encounters and find items and ingredients.

"kimsufi.com"

Mainichi Neko Youbi

Developer Affect
Publisher Bandai
Release date (jp) September 3, 1998
Genre Simulation
Players 1 Player

Mainichi Neko Youbi is a simulation game where players can choose from ten differents cat breeds. Players can see it grow and if they have a couple of cats, they can even have kittens. The player can buy cat toys, different meals, fishes or milk, etc. The player can also wash the cat, take it to the veterinarian, or to a cat contest.

The game also features a complete encyclopedia about different cat breeds.

Makeruna Makendo 2

7.4

Developer Fill in Cafe
Publisher Datam Polystar
Release date (jp) November 10, 1995
Genre Fighting
Players 1-2 Players

Makeruna! Makendō 2 is a comical VS fighting game with an eclectic cast of characters, including a soccer player, a zombie, a musclebound mer-man, and a giant robot. Bouts are best two-out-of-three, and each character has both a life bar and a "Makendo" meter, which lets each character perform a variety of special attacks. The game includes a story mode and a 2-player versus mode.

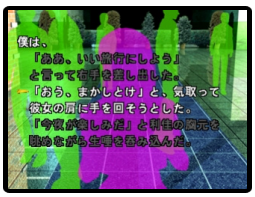
"mobygames.com"

Makikou: Mystery Adventure

Developer Billiken Soft
Publisher Success
Release date (jp) May 24, 2001
Genre Adventure
Players 1 Player

Makikou Mystery Adventure is a first person adventure game where the player takes the role of a member in a group that studies the occultism.

The game features two different stories that takes places in two different places, with different game endings depending on the player choices during the game.



Manic Game Girl

Developer Joycast Entertainment Corp.
Publisher Joycast Entertainment Corp.
Release date (jp) 2002
Genre Action-adventure
Players 1 Player

Manic Game Girl is an oddity of a game, since it is a Korean exclusive game.

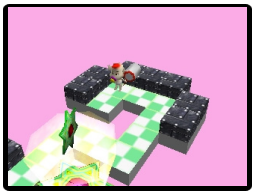
The player takes the role of a girl who discovers that she has special powers, and when any danger is around the corner she transform's into a specialized armor suit. The player will be walking around town and talking to characters, or defeat enemies.

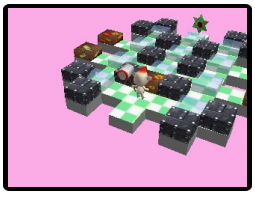
Marby Baby Story

Developer Ponos
Publisher Ponos
Release date (jp) February 18, 1998
Genre Puzzle
Players 1 Player

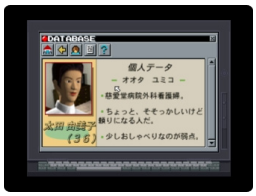
Marby Baby Story is a puzzle game where the player controls Marby, a baby trapped in a mysterious maze, and have to help him to get out.

To advance, the player can use objects, like bombs to destroy pieces and enemies.





Maria



Developer Break
Publisher Axela
Release date (jp) December 11, 1997
Genre Adventure
Players 1 Player

In Maria Kimitachi ga Umareta Wake, players get the role of a young psychiatrist named Takano. One day, a new patient is brought into the hospital she work in - Maria, a young woman an who has attempted suicide. She suffers from amnesia, and Takano try to find out more about her, visiting her and talking to her. Before long, Takano discover that Maria has schizophrenia - a split personality. Her “other self” appears to be evil and threatens to take over her.

Playstation the Best
October 1998

Maria 2

Developer Break
Publisher Axela
Release date (jp) August 5, 1998
Genre Adventure
Players 1 Player

Maria 2 - Jutai Kokuchi no Nazo is the sequel to Maria, and is also a psychological thriller set inside a detailed 3D world that players has to explore. Reminiscent of games such as D and Torico in style and execution.

Cyclone Best
July 2001

Mario Mushano’s Hyper Shogi School

Developer Komaoto
Publisher King Records
Release date (jp) October 23, 1997
Genre Board game
Players 1 Player

Mario Mushano’s Hyper Shogi School, or Mario Mushano no Chou-Shogi-Juku, feature the shogi teacher, Mario Mushano, teaching players the rules of shogi.

Major Wave 1500 Series
April 2001

Marionette Company

8.0

Developer Micro Cabin
Publisher Micro Cabin
Release date (jp) May 20, 1999
Genre Adventure, Simulation
Players 1 Player

Marionette Company tells the story of the player character, who one day stumble upon a broken Marionette, an android girl. Crying for help from inside a box in a shady alley. He take upon himself to repair her, but she seems far from being human yet. Even her smile seems emotionless. The goal of this Visual Novel is to repair the Marionette girl by interacting with her and changing her body parts, to ultimately fix not only her body, but her heart.

"mobygames.com"

MajorWave Series
December 2001

Marionette Company 2 Chu!

Developer Micro Cabin
Publisher Micro Cabin
Release date (jp) May 18, 2000
Genre Adventure, Simulation
Players 1 Player

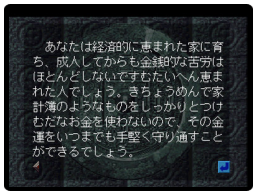
Marionette Company 2 is a direct sequel to Marionette Company and the player are again the same high-school student from the first game. One day, while reminiscing on the events from the past, he stumble upon a pair of abandoned marionettes, Marine and Maria. He take Marine under his care while his classmate Alessa takes the other one. While Alessa don't think of marionettes as anything more than a bunch of circuits pieced together, his experience tells him that's not true.

Mark Yagasaki no Shi-Hashira Suimyou

8.0

Developer Success
Publisher Success
Release date (jp) September 22, 1999
Genre Other
Players 1 Player

I belive this game is a sort of tarot card reading game.



8.0

Marl Jong!!

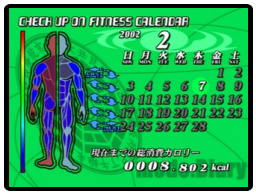
Developer	Nippon Ichi Software
Publisher	Nippon Ichi Software
Release date	(jp) April 24, 2003
Genre	Board game
Players	1-2 Players

Marl Jong is a Mahjong game with characters from the Marl Kingdom RPG series. The game features 2D graphics and different game modes.

Limited Edition
April 2003

6.0

Martial Beat



Developer	Konami
Publisher	Konami
Release date	(jp) February 7, 2002
Genre	Music
Players	1 Player

Martial Beat was originally released for the arcade. The game tests skill in martial arts, and it is not really considered part of Konami's Bemani series, even though it contains music from the series.

The game also has it`s own controller, the Martial Beat controller. The specialized controller consists of a base station and four sensors, one for each hand and foot.

7.0

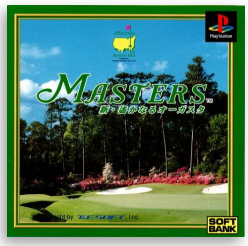
Martial Beat 2

Developer	Konami
Publisher	Konami
Release date	(jp) September 12, 2000
Genre	Music
Players	1-2 Players

Martial Beat 2 is the sequel to the game that helps players keep fit by mixing martial arts and music together. Players punk and kick to the beat of music.

Players can practice or move on to fitness and attack exercises. The game features real life instructors that will prompt the player to perform tasks.

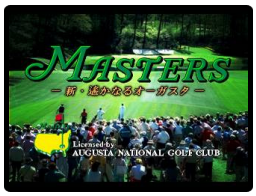
Controller Pack
September 2002



Reprint
January 1997

Masters: Shin Harukanaru Augusta

7.0



Developer	T&E Soft
Publisher	Soft Bank
Release date	(jp) July 12, 1996
Genre	Sports
Players	1-4 Players

Masters: Shin Harukanaru Augusta is a golf game based on the classic U.S, tournament. The game feature up to four human players at the same time.

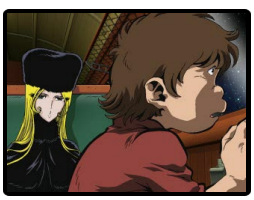
The player uses the Augusta National Golf Club course in different play modes; Stroke Play, Match Play, Tournament, and Masters Tournament.

Major Wave Series
April 2000

Masumon Kids: The Another World of The Master of Monsters

Developer	Toshiba EMI
Publisher	Toshiba EMI
Release date	(jp) June 25, 1998
Genre	Tactical role-playing game
Players	1 Player

Master of Monsters is a turn-based strategy game originally released for the MSX and NEC PC8801. The PlayStation port is divided into several chapters of strategy battles.



Matsumoto Reiji: Story of the Galaxy Express 999

7.0

Developer	Polygon Magic
Publisher	Banpresto
Release date	(jp) June 28, 2001
Genre	Action-adventure
Players	1 Player

Based on Leiji Matsumoto's universe, the game mixes up the story of the anime classic "Galaxy Express 999" with various characters and subplots from other Matsumoto's comic books.

The game itself is a 3D adventure with lots of dialogs (dubbed by the original Japanese cast of the series) and some action scenes.

Mawatte Mucho!

Developer Tohoku Shinsha
Publisher Tohoku Shinsha
Release date (jp) June 25, 1998
Genre Action
Players 1-2 Players

The sombrero wearing hero hop onto a field of movable blocks which spin with the press of a button. The aim is to spin a route for himself in order to explore a level, bag treasures, and kill beasts. A goal post on each grid is the final destination for the protagonist to move on to new worlds and challenges

SuperLite 1500 Series
March 2000

6.0

MaxRacer

Developer Avion Corp
Publisher PD
Release date (jp) April 18, 1997
Genre Racing
Players 1 Player

MaxRacer is a futuristic racing game similar to Wipeout. There are three courses and five different racers, each with their own abilities. The game runs on an arcade-style checkpoint system, ending the race if players don't reach each checkpoint quickly enough, and also gives each racer a shield meter to discourage hitting the walls. The game is only one-player, but best times can be saved with a memory card.

3.5

Max Surfing 2nd

Developer KSS
Publisher KSS
Release date (jp) September 21, 2000
Genre Sports
Players 1-2 Players

• Max Surfing 2nd is an authentic surfing game endorsed by Association of Surfing Professionals International. Players become surfers to win the championships, surfing at beaches around the world. The game features different beaches around the world and different characters to choose.

Maya's Fortune Telling

Developer	Oracion
Publisher	Oracion
Release date	(jp) August 5, 1999
Genre	Other
Players	1 Player

Maya's Fortune Telling, also known as Kiseki no Maya Uranai, is another tarot card game from what i have found out. May be wrong though, could not found anything expansive on this game. Not even sure if the screenshots i found are correct.

Maze Heroes: Meikyuu Densetsu

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) November 28, 2002
Genre	Board game, Role-playing game
Players	1-4 Players

Maze Heroes is a hybrid RPG/board game. Players roll a number and move around the paths, picking up items and encountering monsters and other players in turn-based battles. Players can choose to fight, cast magic, use items, or escape. The game features a single-player story mode as well as a multiplayer battle mode for up to four players.

Medarot R

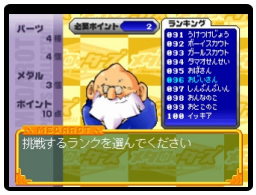
6.0

Developer	Natsume
Publisher	Imageneer
Release date	(jp) November 25, 1999
Genre	Role-playing game
Players	1-2 Players

Medarot R is a remake of the GameBoy game and the very first Medarot game released in full 3D. The game feature work from Kenki Fujioka.

The player walk around town meeting different characters and winning battles to upgrade the Medarot.

7.0

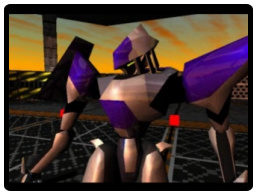


Medarot R: Parts Collection

Developer Natsume
Publisher Imageneer
Release date (jp) March 16, 2000
Genre Other
Players 1 Player

Medarot R - Parts Collection is a collection of pictures, character profiles, medarot parts, etc. that can be unlocked loading the saved games in a memory card from the first Medarot R game.

6.3



Megatudo 2096

Developer General Support
Publisher Banpresto
Release date (jp) October 18, 1996
Genre Fighting
Players 1-2 Players

The game is set in the year 2096, and the Megatudo Grand Prix is on. 12 pilots from 12 manufacturers, each with their own unique robot, will fight to win the tournament.

The game is a 3D fighting game, and features standard story and 2P Vs. modes. Each character has their own set of normal and special attacks, as well as the ability to dash and weave in different directions.

7.6

Meguri Aishite

Developer SCEI
Publisher SCEI
Release date (jp) February 25, 1999
Genre Visual novel
Players 1 Player

Meguri Aishite is a classic dating simulation where the player takes the role of a young student that returns to his old town. The player can choose what his character is going to do during the week and that will increase or decrease his stats. There are also different places in the town for the player to visit, or even other towns to travel to.

Meisha Retsuden: Greatest 70's

8.6

Developer	Epoch
Publisher	Epoch
Release date	(jp) December 18, 1997
Genre	Racing
Players	1 Player

Meisha Retsuden - Greatest 70's, also known as Tetsu Ikuzawa Kanshuu Meisha Retsuden: Greatest 70's, is one of the rarest racing games for the PlayStation. The game features a selection of 70's cars, including Isuzu Bellett and Toyota 2000GT.

The game modes included are: Story mode, Time attack mode, and Data Book, that show cars specs and a movie of that car.

PlayStation the Best
November 1999

Meitantei Conan

5.5

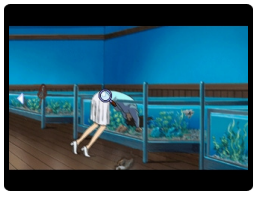
Developer	Bandai
Publisher	Bandai
Release date	(jp) November 19, 1998
Genre	Adventure
Players	1 Player

Meitantei Conan, based on the Detective Conan manga and anime series by Gosho Aoyama, is the first game in the series for the PlayStation. The gameplay is about talking to characters, use objects, and collect evidences to solve the case.

Bandai the Best
July 2002

Meitantei Conan: 3-Jin No Meitantei

7.0



Developer	Bandai
Publisher	Bandai
Release date	(jp) August 10, 2000
Genre	Adventure
Players	1 Player

In Meitantei Conan - 3-Jin No Meitantei there are two new cases for the players to solve in a first person perspective adventure.

Meitantei Conan: Saikou No Aibou

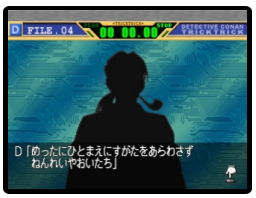
Developer	Bandai
Publisher	Bandai
Release date	(jp) April 25, 2002
Genre	Adventure
Players	1 Player

Meitantei Conan - Saikou No Aibou features three new cases for Conan to solve. The player have to solve the first two cases to open the third. The gameplay is about talking to characters, use objects, and collect evidences to solve the case.

Meitantei Conan: Trick Trick Vol.1

Developer	Kamui
Publisher	Bandai
Release date	(jp) April 17, 2003
Genre	Mini-games, Trivia
Players	1-2 Players

Meitantei Conan Trick Trick vol.1 features more than 100 different files that the player can solve. The files range from answering different questions to know who the murderer is, choosing the proper time order of some pictures, choose the proper item, decoder a code, check a crime scene, etc.



Meka Pokeler

Developer	Atlus
Publisher	Atlus
Release date	(jp) April 20, 2000
Genre	Other
Players	1 Player

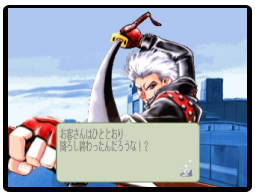
Meka Pokeler is a PocketStation game that came bundled with different accessories to dress the PockeStation up to a little PocketStation character.

The accessories came in black, pink, blue and yellow.

Items included with the game.

Melty Lancer: Ginga Shoujo Keisatsu 2086

7.0



Developer	Tenki
Publisher	Imageneer
Release date	(jp) March 22, 1996
Genre	Adventure, Tactical role-playing game
Players	1 Player

Melty Lancer - Ginga Shoujo Keisatsu 2086 is a mix between an simulation adventure game and a tactical RPG. The eponymous Melty Lancer is a six-woman team of detectives from the Galaxy Police Organization.

Based on the PlayStation game series, there was an anime OVA six episode series known as Melty Lancer: The Animation.

Melty Lancer: Re-Inforce

7.5

Developer	Tenki
Publisher	Imageneer
Release date	(jp) December 4, 1997
Genre	Adventure, Tactical role-playing game
Players	1 Player

Melty lancer Re-Inforce is the sequel to Melty Lancer - Ginga Shoujo Keisatsu 2086. The player can talk to the girls and depending on the answers, the game will go in one way or another.

The game features a preview of the OVA Melty Lancer The Animation.

Melty Lancer: The 3rd Planet

7.0

Developer	Tenki
Publisher	Konami
Release date	(jp) June 17, 1999
Genre	Adventure, Tactical role-playing game
Players	1 Player

Melty lancer - The Third Planet is the sequel to Melty Lancer - Re-Inforce and the third and last game in the series released for PlayStation. This game, just like the other two games, is set in a futuristic city, where Sylvie is working with the GPO to keep law and order. The battle this time is a little different, since the player can only stop the fights to give orders.

The game features unlockables CG, Movies and Sounds.

Memorial * Series: Sunsoft Vol. 1

6.0

Developer Microvision
Publisher SunSoft
Release date (jp) October 4, 2001
Genre Compilation
Players 1-2 Players

Memorial Series: Sunsoft Vol. 1 is a compilation featuring the following FamiCom games: Ikki and Super Arabian. The games also include artwork, a jukebox and a quiz mode.

Ikki, known outside of Japan as Boomerang and Farmers Rebellion, is a multi-directional scrolling action game with elements of a top-down shooter. Super Arabian is a platform game where the player score points for kicking enemies, picking up lettered jugs, or spelling A-R-A-B-I-A-N.

Memorial * Series: Sunsoft Vol. 2

8.0

Developer Microvision
Publisher SunSoft
Release date (jp) December 6, 2001
Genre Compilation
Players 1 Player

Memorial Series: Sunsoft Vol. 2 is a compilation featuring the following games: Atlantis no Nazo and Route-16 Turbo, with artwork, music and quiz features.

Route-16 Turbo is a racing game where the player controls a car which must explore a maze divided into sixteen rooms. Atlantis no Nazo is a side-scrolling platform game similar to Super Mario Bros.

Memorial * Series: Sunsoft Vol. 3

9.0

Developer Microvision
Publisher SunSoft
Release date (jp) December 27, 2001
Genre Compilation
Players 1-2 Players

Memorial Series: Sunsoft Vol. 3 is a compilation featuring the following games: Kanshakudama Nage Kantarō no Tōkaidō Gojūsan Tsugi and The Wing of Madoola with the standard features.

In Madoola no Tsubasa, the player takes the role of Lucia, finishing enemies with his sword, and destroy bosses. In Toukaidou the player takes the role of Kantaro, defeating enemies.

Memorial * Series: Sunsoft Vol. 4

7.5

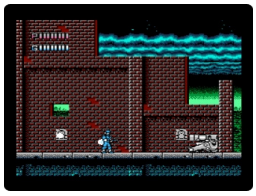
Developer	Microvision
Publisher	SunSoft
Release date	(jp) March 28, 2002
Genre	Compilation
Players	1 Player

Memorial Series: Sunsoft Vol. 4 is a compilation featuring the following games: Blaster Master and Ripple Island.

Blaster Master is a platforming and run and gun game also released for the NES. The game has two modes of gameplay. A platform game and a top-down shooter. Ripple Island Is a adventure game about young boy who sets off on a journey to rescue a princess.

Memorial * Series: Sunsoft Vol. 5

9.0



Developer	Microvision
Publisher	SunSoft
Release date	(jp) March 28, 2002
Genre	Compilation
Players	1 Player

Memorial Series: Sunsoft Vol. 5 is a compilation featuring the following games: Journey to Silius and Ufouria: The Saga. The games was also released on the NES.

Journey to Silius is a run and gun game similar to the Mega Man and Contra series. Hebereke is a side scrolling adventure video game with design in the style of Metroid and Blaster Master, where the player traverses an uninterrupted game world collecting items and power-ups.

Memorial * Series: Sunsoft Vol. 6

8.6

Developer	Microvision
Publisher	SunSoft
Release date	(jp) November 21, 2002
Genre	Compilation
Players	1 Player

Memorial Series: Sunsoft Vol. 6 feature the following games: Mr. Gimmick and Super Spy Hunter. Both games has a NES release. As a side note, the NES scandinavian version of Mr.Gimmick is considered one of the rarest official releases of the NES games.

Gimmick! is a platform game with a steep difficulty level. Super Spy Hunter is a vehicular combat game originally released in Japan as Battle Formula.

5.0

Memories Off

Developer KID
Publisher KID
Release date (jp) September 30, 1999
Genre Visual novel
Players 1 Player

The story of Memories Off revolves around the male protagonist Tomoya Mikami, a cynical seventeen year-old student whose role the player assumes, and his interactions with his schoolmates during his second year attending the Sumisora Academy, in which the main part of the story takes place.

Memories Off has made several transitions to other media.

SuperLite 1500 Series
July 2000

8.0

Memories Off 2nd

Developer KID
Publisher KID
Release date (jp) September 27, 2001
Genre Visual novel
Players 1 Player

The second installation in the Memories Off visual novel dating simulation series featuring whole new characters with similar gameplay.

The game consists of reading text and dialogues over the background images, similar to other visual novels, with occasional choices that may branch the story. For replays s fast-forward option is present that let players skip through previously read events.

Limited Edition
September 2001

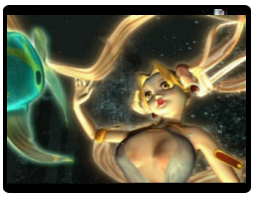
8.6

Menkyo o Torou

Developer Twilight Express
Publisher Twilight Express
Release date (jp) May 25, 2000
Genre Driving
Players 1 Player

In this game, the player must get his driving license. Players first have to pass the test exam, and after that, pass the practical exam, driving the car in a first and third person perspectives.

The Best
July 2001



Meremanoid

6.0

Developer	Xing Entertainment
Publisher	Xing Entertainment
Release date	(jp) August 5, 1999
Genre	Action role-playing game
Players	1 Player

In this RPG, players take on the role of a mermaid attemping to discover the secrets of her race.

The player have control of the mermaid and can swim around, discovering places and talking to characters to advance the plot. Meanwhile, the player will have to face different kind of enemies.

Mermaid no Kisetsu

6.0

Developer	Gamevillage
Publisher	Gamevillage
Release date	(jp) December 13, 2001
Genre	Visual novel
Players	1 Player

Mermaid no Kisetsu is a PlayStation port of the PC hentai visual novel with stripped adult content. The core of the game is a romance visual novel with dialogues and occasional reply choices with full voice-acting for all the heroines as well as other side-characters. An additional gameplay feature is that when players are home in their room, they can check the mysterious home page, as well as home pages of the girls they meet in town, reading info about them, checking their diaries and posts.

Mermaid no Kisetsu: Curtain Call

Developer	Gamevillage
Publisher	Gamevillage
Release date	(jp) August 1, 2002
Genre	Data, Trivia
Players	1 Player

Curtain Call is a fan disc for the Mermaid no Kisetsu romance adventure visual novel. This fan disc includes many sub-scenarios as well as a prelude scenario that tells the story before the actual game happening, one week earlier to the events of the main game. In addition, this game includes several voice dramas, a DJ mode with the main characters on air radio, a conversation mode where players can communicate with one of the four heroines, and a quiz mode with 900 questions related to the game in total.

5.0

Merriment Carrying Caravan

Developer Tenky
Publisher Imadio
Release date (jp) August 6, 1998
Genre Adventure, Strategy
Players 1 Player

Merriment Carrying Caravan tells the story of the 42 year old settler, Dickens Ford, that travels through a colonial planet called Grant with his four daughters. The game takes place during a whole year and the player have to earn money and make the life of the girls happier.

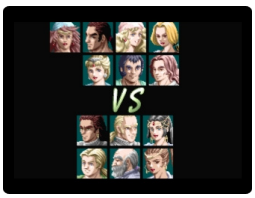
The game features Japanese voice acting for the main characters.

7.5

Meru Purana

Developer Gust
Publisher Gust
Release date (jp) June 21, 1996
Genre Strategy, Role-playing game
Players 1-4 Players

Meru Purana is a mix between strategy and RPG. The player controls a nomad group of characters. In their journey, they will have a lot of battles. The player will have to decide the compenents of each battle group, the possible actions and choose the battle commands.



Metal Angel 3

Developer Pack-in-Soft
Publisher Pack-in-Soft
Release date (jp) June 13, 1997
Genre Manager
Players 1 Player

Metal Angel 3 is the sequel to the two PC Engine games. The game is set in the year 2038 and the player will take the role of a manager of a female team of a futuristic sport. The gameplay is about deciding which training the team members will do each week and talk to them about their training and other subjects to improve their stats.

Konami the Best
April 2000

Metal Gear Solid: Integral

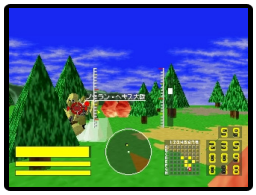
9.0

Developer Konami
Publisher Konami
Release date (jp) June 25, 1999
Genre Action-adventure, Stealth
Players 1 Player

Metal Gear Solid: Integral is an expanded edition that features the additional content from the American and European versions of the original game. Integral replaces the Japanese voices from the original version with the English dub, while offering a choice between Japanese and English subtitles. Also included are an alternate game mode where the player controls Snake from a first-person perspective, among several other options.

Metal Jacket

5.0



Developer Bandit
Publisher Solan
Release date (jp) September 22, 1995
Genre Shooter
Players 1 Player

Metal Jacket is a first person shooter where the player can choose the combat area, the time of the day, and the weather conditions. The player can customize it`s character, where body, armor, mobility, damage, radar, color, etc. can be changed.

Players can choose up to eight different countries. The game also features a story mode.

PSOne Books
July 2003

Metal Slug: Super Vehicle 001

7.3

Developer Ukiyotei
Publisher SNK
Release date (jp) August 7, 1997
Genre Run and gun
Players 1 Player

Metal Slug is a run and gun game originally released in 1996 for the Neo Geo MVS arcade platform. The game is widely known for its sense of humor, fluid hand-drawn animation, and fast paced two-player action.

The PlayStation port introduces some extra features: there is a combat school where the player may fight with other players for the best time on each level and an art gallery.

Meta-Ph-List: Gamma X 2097

Developer	ADM
Publisher	ADM
Release date	(jp) January 31, 1997
Genre	Shooter
Players	1-2 Players

Meta-Ph-List - Gamma X 2097 is a classic vertical shooter. Set in the year 2097, the player takes the role of a pilot with the mission to destroy an alien army.

The gameplay is divided into different levels and takes place on different planets.

Metamoru Panic: Doki Doki Youma Busters!!

Developer	Fill In Cafe
Publisher	Family Soft
Release date	(jp) December 22, 1995
Genre	Adventure, Role-playing game
Players	1 Player

Metamor Panic Doki Doki Youma Busters is an adventure game where the player controls a group of three friends. After entering a cave, they find a demon that transform the girls into animals.

The gameplay is in first person and the player can choose between different attacks in the battles.

Mezase! Senkyuu Ou

Developer	Seibu Kaihatsu
Publisher	Nihon System
Release date	(jp) April 19, 1996
Genre	Puzzle
Players	1-2 Players

Mezase! Senkyuuou is a 2D puzzle game. Players can choose from eight different characters to play as.

The game features five game modes, where only three are available at the beginning: Ball game tournament mode, Determine skill mode, Run ball game mode, and the hidden modes Hell ball game mode and Antitank mode.

Reprint
August 1999

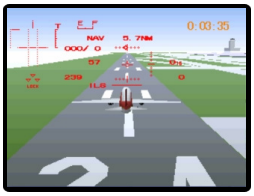
PSOne Books
December 2001

Mezase! Meimon Yakyubu

8.7

Developer Nexus Interact
Publisher Dazz
Release date (jp) March 18, 1999
Genre Sports
Players 1-2 Players

Mezase! Meimon Yakyubu is a High school baseball game. The game can be played by two players.



Mezase! Airline Pilot

Developer Twilight Express
Publisher Twilight Express
Release date (jp) August 5, 1999
Genre Simulation
Players 1 Player

Mezase! Skymark - Challenge Airline Pilot let the player become an airline pilot with this complete flight simulator. The player can pilot different kind of planes, from small planes to big commercial planes.

The game is rather complex. Players may need a lot of hours to set themself in to the controls of the game.

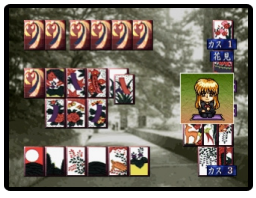
Michinoku Hisen Koimonogatari

5.0

Developer FOG
Publisher FOG
Release date (jp) August 7, 1997
Genre Dating sim, Cards
Players 1 Player

Michinoku Hisen Koimonogatari is mix between an adventure game and a hanafuda game. The game tells the story of a young photographer that travels around the northeast part of Japan playing hanafuda games and taking pictures of the places he visit.

The game features a picture gallery viewer where players can look at all the pictures they took during the game.



Michinoku Hisen Koimonogatari Kai

Developer FOG
Publisher FOG
Release date (jp) December 22, 1999
Genre Dating sim, Cards
Players 1 Player

Michinoku Hitou Koimonogatari Kai is an update of Michinoku Hisen Koimonogatari. The player, again, is a young photographer that travels around the northeast part of Japan playing hanafuda games and taking pictures of the places that he visit. In this update, the game features hints to help the player win in the hanafuda games.

Midori no Makibao: Kuroi Inazuma Shiroi Kiseki

Developer Axela
Publisher Axela
Release date (jp) March 16, 1998
Genre Adventure, Racing
Players 1 Player

Midori no Makibao tells the story of a small white racehorse. Compared to other thoroughbred horses, he looks more like a donkey with wide nostrils. However, with his guts and speed as his weapon, Makibao has the possibility to win every race.

The game is a mix between an adventure and a racing game.

"kimsufi.com"

8.0

Mighty Hits

Developer Altron
Publisher Altron
Release date (jp) December 27, 1996
Genre Light-gun
Players 1-2 Players

Mighty Hits is a gun game that features a 2 player mode, light gun support, four different difficult modes and 30 different games to play. The game features cartoon graphics and a high score memory card save.

Mikagura Shoujo Tanteidan

8.0

Developer	Human Club
Publisher	Human Entertaiment
Release date	(jp) September 17, 1998
Genre	Adventure
Players	1 Player

Mikagura Shoujo Tanteidan features six different cases to solve and more than 30 minutes of animated video sequences. The last story doesn't finish in this game but is continued in the sequel, Zoku Migakura Shoujo Tanteidan.

The game is about solving different cases. The player controls the three girls Tomoe, Shigeno, and Chizuru that helps the detective Mikagura Tokito.

Mirano no Arbeit Collection

7.8

PSOne Books
March 2002

Developer	Victor Interactive Software
Publisher	Victor Interactive Software
Release date	(jp) July 1, 1999
Genre	Mini-games
Players	1 Player

Milano is a girl who's just moved away from home. With a new home and no money or furniture she quickly puts two and two together. She needs to work to make money in order to decorate her new house to her liking.

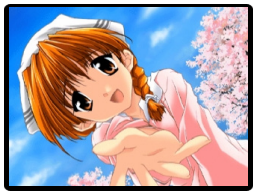
The game is more or less broken up into a few different components. One of them being the part time jobs Milano has to take, which play out like mini games. The other two main parts of the game are the stat building.

Milky Season

Developer	KID
Publisher	KID
Release date	(jp) February 28, 2002
Genre	Adventure
Players	1 Player

As the newly appointed manager of female student dormitory, the player interacts and potentially finds love with the twelve girls.

The game features Japanese voice acting, different endings and an unlockable CG gallery with the different images that are displayed during the game.



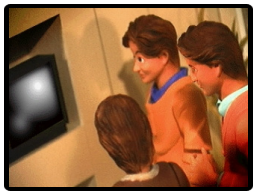
Million Classic

Developer	Bandai
Publisher	Bandai
Release date	(jp) March 18, 1999
Genre	Breeding, Simulation
Players	1 Player

Million Classic is a horse breeding simulation game that features a lot of different horse races with the final goal of the game to win the Million Classic Cup.

The player can buy different horses and mix between different species of horse to create the perfect horse racing champion.

Minakata Hakudou Toujou



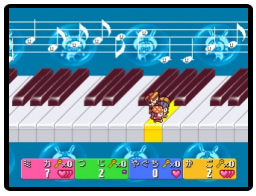
Developer	Thinking Rabbit
Publisher	Atlus
Release date	(jp) August 7, 1997
Genre	Adventure
Players	1 Player

Minakatakudou Toujyou is an adventure game also released for the Sega Saturn. The game takes place in the detective office where the detective and his two assistents watch tapes of cases, trying to discover clues and solve them.

The gameplay is about watching tapes and selecting one part to check the scene and discover clues about the characters or other things.

MiniMoni: Dice de Pyon!

8.0



Developer	Konami
Publisher	Konami
Release date	(jp) March 20, 2002
Genre	Board game, Mini-games
Players	1-4 Players

The game stars Mini Moni, a J-Pop subgroup of “Morning Musume”, under the “Hello ! project” label. They were one of the most popular subgroups of the label, thanks to the combination of their amazing music videos, their live performances, and their varied musical styles.

Up to four players may engage in this board game featuring 30 different mini-games.

PSOne Books
December 2002

Enclosed Version
September 2002

MiniMoni:
Shaker and Tambourine! Dapyon!

7.5

Developer	Sega
Publisher	Sega
Release date	(jp) September 19, 2002
Genre	Music
Players	1-4 Players

Based on the four female members of Japan's all girl band, the game si a rhythm title similar to Samba De Amigo style of gameplay.

The game was also bundled with the Ascii Tambourine controller.

MiniMoni: Step Up Pyon Pyon Pyon

8.1

Developer	Konami
Publisher	Konami
Release date	(jp) December 12, 2002
Genre	Board game, Mini-games
Players	1-4 Players

Mini Moni: Step Pyon Pyon Pyon is a game similar to the Bishi Bashi games also published by Konami.

Play modes include: Board game, where players throw a dice and use cards. Minigames mode, where players can play the 44 minigames. Play one of the eight modes of minigames only. Dance mode, a dance dance revolution style game. And Option mode.

PlayStation the Best
September 1998

Mini-Yonku Bakusou Kyoudai:
Let's & Go!!: WGP Hyper Heat

7.8

Developer	C-lab
Publisher	Jaleco Entertainment
Release date	(jp) November 20, 1997
Genre	Manager
Players	1-4 Players

Let's and Go WGP Hyper Heat follows closely to the anime. Players start off with their own mini racer and win parts to customize the car.

All players get to do in this game is customize their car and put them in a race, but not actually control them during a race.

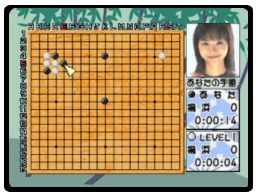
5.0

Minna Atsumare! Igo Kyoushitsu

Developer Silver Star
Publisher I.Magic
Release date (jp) December 11, 2003
Genre Board game
Players 1 Player

Minna Atsumore! Igo Kyoushitsu is a learning game that teachs players how to play go. The game features hundreds of different situations and depending of the player movement, the game will say if the movement is the right one or not. The game also features different background images.

7.0



Minna no Igo

Developer Success
Publisher Success
Release date (jp) October 25, 2001
Genre Board game
Players 1 Player

Minna no Igo is a go game hosted by Yukari Umezawa. The game features a game mode guidance with an explantion of the go rules using video footage, four different backgrounds and boards, and different difficulty levels.

Minna no Kanji Kyoushitsu

Developer Dyna
Publisher Dyna
Release date (jp) April 19, 2001
Genre Trivia, Edutainment
Players 1-2 Players

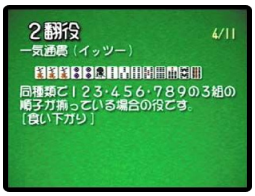
Simple 1500 Jitsuyou Series Vol.18 - Kanji Quiz - Kanji Keitei ni Challenge is the 18th game, and the last, in the practical 1500 series released for the PlayStation by D3.

This time, the game let the user try to answer more than 20000 questions that will challenge his kanji skills. This way, the user may learn the chinese language.

Minna no Mahjong

Developer	Mediarium, BOOM
Publisher	Success
Release date	(jp) May 31, 2001
Genre	Board game, Edutainment
Players	1-4 Players

Minna no Mahjong is a educational game where players can learn the rules of mahjong. The game also tells the history of Mahjong.



Minna no Othello

6.0

Developer	Success
Publisher	Success
Release date	(jp) February 28, 2002
Genre	Board game, Edutainment
Players	unknown

Minna no Othello is a othello game and a educational game. The game is made easy to understand for players to learn the game othello. The game has several different features for both advanced and beginning players to enjoy the game.

Minna no Shiiku Kyoushitsu

Developer	Daina
Publisher	Daina
Release date	(jp) September 6, 2001
Genre	Simulation, Edutainment
Players	1 Player

Minna no Shiiku Kyoushitsu let the player choose from 14 different beetles and grow them into adults. The game also include mini games and information on the beetles.

Minna no Shogi: Chuukyuuhen

Developer Cres System
Publisher Success
Release date (jp) March 7, 2002
Genre Board game, Edutainment
Players 1-2 Players

Minna no Shogi is a educational Shogi game starring Eisei Jowa-Yonenaga. The game feature descriptive shogi courses for the player to learn shogi rules and tactics.

This game revolves around the middle courses in the series.

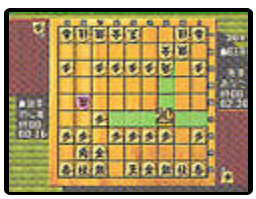
Minna no Shogi: Jokyuuhen

Developer Cres System
Publisher Success
Release date (jp) March 7, 2002
Genre Board game, Edutainment
Players 1-2 Players

Another entry in the educational Shogi game series starring Eisei Jowa-Yonenaga. The game feature courses and the usual features.

This game revolves around the expert courses in the series.

Minna no Shogi: Shokyuuhen



Developer Cres System
Publisher Success
Release date (jp) March 7, 2002
Genre Board game, Edutainment
Players 1-2 Players

The first entry in the educational Shogi game series starring Eisei Jowa-Yonenaga. The game feature courses and the usual features.

This game revolves around the beginner courses in the series.

Minnya de Ghost Hunter

Developer E3 Staff
Publisher E3 Staff
Release date (jp) December 5, 2002
Genre Board game
Players 1-4 Players

Players controls a ghost hunter that enters different kind of mazes. To advance, they move on different squares containing mini games, like bingo, find the wrong picture, find the wrong element, etc. Winning a mini game will gain players more points and cards that they can use to throw an exact number on the dice, until they reaches the level boss. If players defeats him, the story will advance.

RiverHill Best
July 1999

Minton Keibu no Sousa File: Doukeshi Satsujin Jiken

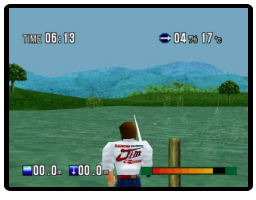
Developer Thinking Rabbit
Publisher Riverhill Soft
Release date (jp) December 4, 1997
Genre Adventure
Players 1 Player

Minton Keibu no Sousa File Doukeshi Satsujin Jiken is a first person perspective adventure game where the player takes the role of inspector Minton in the year 1932. He is investigating the murder of a circus clown in the port city, Brighton.

Miracle Jim no Bassing Beat

Developer Hearty Robin
Publisher Easily Staffi
Release date (jp) February 11, 1998
Genre Sports
Players 1 Player

Miracle Jim no - Bassing Beat is a 3D fishing game featuring six different stages and three playable characters, Miracle Jim, Catherine and Big Joe. The game also features a fishing well where the player can see all the fishes they catched during the game.



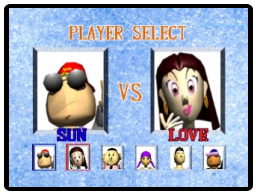
Miracle Jim no: Bassing Beat 2

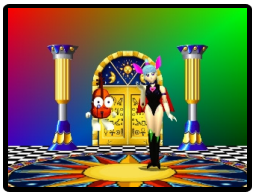
Developer	Hearty Robin
Publisher	Easily Staffi
Release date	(jp) August 10, 2000
Genre	Sports
Players	1 Player

Miracle Jim no - Bassing Beat 2 is the sequel to Bassing Beat. The game features three different anglers. The game got a new rythmn system to reel that makes the gameplay harder than in the first game.

The game also features a tutorial mode to explain the basics of the game.

Miracle World: Fushigi no Kuni no IQ Meiro





Developer	WizardWorks
Publisher	WizardWorks
Release date	(jp) December 8, 1995
Genre	Trivia, Mini-games
Players	1-2 Players

In Miracle World: Fushigi no Kuni no IQ Meiro players take part in a TV quiz game where they will answer different questions. In some trials they will have to find five errors on the screens before the time limit ends.

The game features more than 1500 questions and a 2 player vs. mode.

Misa no Mahou Monogatari

Limited Edition
February 1998

Developer	Sammy Entertainment
Publisher	Sammy Entertainment
Release date	(jp) February 26, 1998
Genre	Adventure, Simulation
Players	1 Player

Misa no Mahomonogatari - Heartful Memories tells the story of a creature with the mission from a queen of the magic world Firimu, to travel to the human world and find a young girl, train her, and make her become a tarot magician, so she will be the champion that will defeat the evil powers that wants to conquer the human and the magical worlds.

Misaki-Aggressive!

7.6

Developer	Zero System, Sugeeya
Publisher	Shoeisha
Release date	(jp) July 27, 1998
Genre	Adventure, Tactical role-playing game
Players	1 Player

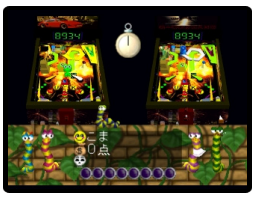
Misaki Agressive tells the story of Misaki, the grandaughter of a dojo fighting master. She lives with him and he trains her in the arts of fighting. The gameplay is about growing the stats of the main character and her comrades in order to be ready for the different fights that they will have to face during the game.

The game features Japanese voice acting for all the game characters.

Pop Collection 1280
June 1999

Missland

6.0



Developer	Altron
Publisher	Altron
Release date	(jp) April 28, 1995
Genre	Puzzle
Players	1-2 Players

Missland is a simple “spot the differences” game. The player is given two slightly different 3D objects, or placed inside two slightly difference scenes, and can freely rotate and zoom. Each puzzle has eight differences to spot, and there are 36 puzzles total.

The game can be played single-player against a timer, two-player competitive, or with up to eight players in a tournament mode.

Missland 2

7.0

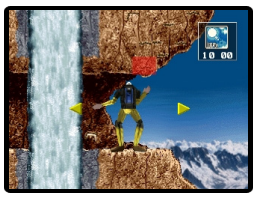
Developer	Altron
Publisher	Altron
Release date	(jp) November 26, 1998
Genre	Puzzle
Players	1-4 Players

Missland 2 is a simple “spot the differences” game. Just like the first title, the player is given a view of two slightly different 3D environments, and can freely look around and zoom the camera. The player must find all eight differences in the stage, randomized each time it is played, before the time runs out and without making too many mistakes. In the party mode, up to four players can play simultaneously.

“mobygames.com”

Mitouhou e no Chousen: Alps-Hen

6.0



Developer We Net
Publisher We Net
Release date (jp) July 24, 1997
Genre Simulation
Players 1 Player

Mitouhou e No Chousen Alps-Hen is a climbing action simulation game where the player controls a climber that wants to conquer the most difficult rock walls. The player can choose what route he wants to climb, the season, and different training missions before the final goal.

The game feature nature dangers like avalanches or rock falls that will increase the difficulty of the climbing.

Mitsumete Knight

7.1

Konami the Best
November 1999

Developer KCET
Publisher Konami
Release date (jp) March 19, 1998
Genre Dating sim
Players 1 Player

The characters of the game were designed by Takenami Hideyuki who had previously taken part in designs for Sakura Taisen, and specifically, enemy designs for Sakura Taisen 2. The game itself was modified from Tokimeki Memorial: Forever with You, with improvements including an expanded area to display backgrounds and larger characters. However, the gameplay between the two series varies in many areas.

Mitsumete Knight R: Daibouken-hen

8.3

Developer Konami
Publisher Konami
Release date (jp) November 26, 1998
Genre Role-playing game
Players 1 Player

The original Mitsumete knight was a dating simulation. The sequel is a 2D isometric RPG game. The game features some characters from the first game. The game tells the story of the knight Christopher McCloud, that join a group of girls and starts a quest to find a cure for the king disease.

Mizuki Shigeru no Yokai Butouden

4.0

Developer	KSS
Publisher	KSS
Release date	(jp) April 25, 1997
Genre	Fighting
Players	1-2 Players

Mizuki Shigeru No Yokai Butouden is a fighting game based on the universe and characters created by Shigeru Mizuki, a Japanese manga author, most known for his shonen Japanese horror manga GeGeGe no Kitaro. The game features eight different characters and two game modes: Story mode and a Vs. mode.

Mizzurna Falls

7.2

Developer	Human Club
Publisher	Human Entertaiment
Release date	(jp) December 23, 1998
Genre	Action-adventure
Players	1 Player

Mizzurna Falls tells the story of Matthew Williams, who find himself in Mizzurna Falls, Colorado, looking for a high school girl named Emma. Another girl, Cathy Flannery, was found earlier, covered in blood and scars that people think are caused by bears. Shit is heating up and Matthew are up to his ankles in crap.

Mobile Police Patlabor: Game Edition

7.2

Developer	Bandai Visual
Publisher	Bandai
Release date	(jp) November 30, 2000
Genre	Shooter
Players	1 Player

Mobile Police Patlabor - Game Edition, also known as Kidou Keisatsu Patlabor: Game Edition, is a blend of two distinctly different styles of gameplay; It divides the game into Visual Novel sections as well as action where the player fights criminals and infected Labors in the city while piloting AV-98 Ingram-3, the police's own labor mecha.

9.0

Mobile Suit Gundam

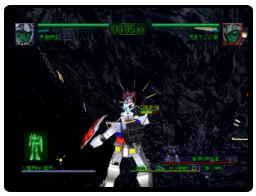
Developer BEC
Publisher Bandai
Release date (jp) May 23, 1995
Genre Shooter
Players 1 Player

Mobile Suit Gundam is a first-person action game that puts players in the shoes of Amuro Ray, pilot of the RX-78 Gundam, and has they play through the events of the original 1979 animated television show. Players view the game from the cockpit of the RX-78, which has a variety of displays to show the condition of their mobile suit. In each stage, they must eliminate all the enemies to clear the stage.

PlayStation the Best
November 1996

8.1

Mobile Suit Gundam: Char's Counterattack



Developer BEC
Publisher Bandai
Release date (jp) December 17, 1998
Genre Shooter
Players 1-2 Players

Mobile Suit Gundam: Char's Counterattack is based on the 1988 anime film, set in the primary Universal Century timeline of Gundam, taking place in U.C. 0093. Five years have passed since the first Neo Zeon movement. The Federation has recovered from its defeat and has created a new anti-colonial special forces unit to deal with rebel forces: Londo Bell.

Gundam 20th
Anniversary Edition
December 1998

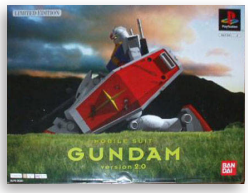
6.0

Mobile Suit Gundam: Perfect One Year War

Developer Bandai
Publisher Bandai
Release date (jp) July 31, 1997
Genre Tactical role-playing game
Players 1-2 Players

Mobile Suit Gundam - Perfect One Year War is a tactical RPG where the player takes the role of Amuro Ray who has to defeat different enemies to pass to the next stages of the games.

The gameplay is the usual in a tactical RPG where players got a limited range of movement and different attacks they can use to defeat the enemies.



Limited Edition
March 1996

Mobile Suit Gundam v.2.0

6.7

Developer BEC
Publisher Bandai
Release date (jp) March 29, 1996
Genre Shooter
Players 1 Player

Mobile Suit Gundam v.2.0, also known as Kidou Senshi Gundam Version 2.0, feature the game modes; Story Mode, where one play as the RX-78 Gundam against Zeon in 14 missions. Time Attack Mode, where one can play missions already passed in Story Mode, to try and make better times in them. And Vs. U.N.T. Spacy Mode, a game mode including two extra missions. Players can choose between Char's Zaku-II or Gelgoog and fight the Gundam.

Bandai the Best
June 2001

Mobile Suit Z-Gundam

7.5

Developer BEC
Publisher Bandai
Release date (jp) December 11, 1997
Genre Shooter
Players 1 Player

Mobile Suit Z-Gundam has four different play modes. The main story mode features cut scenes. Battle mode cuts out all the FMV cut scenes and lets players get right to the fighting. Vs. allows players to choose their opponent and just fight. Link mode allows players to hook two PlayStations up and fight it out with each other. The game comes with two discs (one for each of the main characters), so players will be able to link up with only one copy of the game.

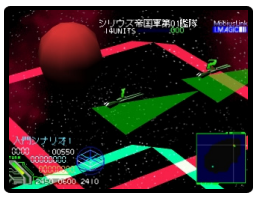
Mobile Tomodachi

Developer Hamster
Publisher Hamster
Release date (jp) October 17, 2002
Genre Simulation
Players 1 Player

Mobile Tomodachi basically works by connecting a mobile phone to the PlayStation where 100 contact names and info are transfered to the console. But players can also add their own contact information manually in the game. Each contact takes a character. It's like a virtual life. In the gaming part, the player can create a character, change his clothes, talk to the other people, etc.

Möbius Link 3D

7.0



Developer	I.Magic
Publisher	Itochu
Release date	(jp) April 2, 1998
Genre	Strategy
Players	1 Player

Möbius Link 3D is set in a distant future where two armies are at war. One of them is the Starfleet Möbius where the player takes the role of the commander Alice Schrödinger. The goal of the game is to defeat the other army in different missions.

Momotarou Densetsu

8.0

PSOne Books
July 2002

Developer	Make Software
Publisher	Hudson Soft
Release date	(jp) December 23, 1998
Genre	Role-playing game
Players	1 Player

Momotarō Densetsu is an enhanced remake of the original Famicom game of the same name. The story is essentially the same, but the graphics have been completely redone, and several features from Momotarō Densetsu II have been added, including the ability to adventure with a party, rather than just as Momotarō alone.

Momotarou Dentetsu 7

PSOne Books
July 2002

Developer	Make Software
Publisher	Hudson Soft
Release date	(jp) December 23, 1997
Genre	Board game
Players	1-4 Players

In Momotaro Dentetsu, players travel by rail, ship, and airplane; attempting to acquire wealth through business transactions buying properties; and dealing with rival entrepreneurs and nemeses such as the God of Poverty. The game mechanics are often compared to the board games sugoroku and Monopoly.

Hudson the Best
April 2002

Momotarou Dentetsu V

6.0

Developer Make Software
Publisher Hudson Soft
Release date (jp) December 16, 1999
Genre Board game
Players 1-4 Players

Gameplay once again revolves around railroads and trains. Momotaro Dentetsu is one the hosts of a TV show in which the player, or players, will compete in a board game around Japan using different vehicles to gain money. Momotarou Densetsu V is the fifth game in that series of board games,

Momotarou Matsuri: Ishikawa Rokuemon no Maki

Developer Hudson Soft
Publisher Hudson Soft
Release date (jp) September 13, 2001
Genre Role-playing game, Mini-games
Players 1-4 Players

Momotarou Matsuri feature a story mode that plays like a classic RPG. The difference is that in the battle, the game plays like a quiz game, where the player lose or win money if he answer the questions right or not. If he loses all the money the game ends. The game also features other game mode in the form of mini games.

Reprint
March 2000

Money Idol Exchanger

7.9

Developer Face
Publisher Athena
Release date (jp) November 5, 1998
Genre Puzzle
Players 1-2 Players

Money Puzzle Exchanger is a puzzle game similar to Magical Drop. It was originally created by FACE and released for the Neo Geo arcade cabinets.

Players can move the mini character at the bottom of the screen left or right, grab coins and drop them somewhere else. The goal is to form connecting groups of coins. Coins are combined to form higher valued coins.

Monster Collection

Developer Onion Egg
Publisher Kadokawa Shoten
Release date (jp) October 28, 1999
Genre Action role-playing game, Card battle
Players 1 Player

Monster Collection - Kamen no Madoushi is a mix between an action RPG and card battle RPG. The game is based on the trading card game developed by Group SNE.

The player can get new cards defeating monsters in the dungeons, or by defeating the main boss of each dungeon.

8.0

Monster Complete World

Developer Idea Factory
Publisher Idea Factory
Release date (jp) May 27, 1999
Genre Role-playing game
Players 1-2 Players

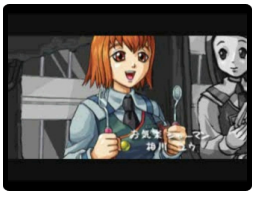
Monster Complete World plays similar to Pokemon. The player controls a young kid that start his journey buying a pet and continue to explore the land in search of new pets. The monsters the player catch will join their party and can be used in the next battles. The player can also buy different kind of goods to cure his pets or improve them.

Idea Factory Collection
June 2000

Monster Punish

Developer Siesta
Publisher Teichiku Records
Release date (jp) December 16, 1999
Genre Strategy
Players 1-4 Players

Monster Punish is a strategy game where the player takes the role of a monster hunter. Players will have to choose an attack team for each turn and try to defeat all the monsters in an area. The player can also hire new members for his team to make more attacks, etc.



Monster * Race

7.9

Developer	Koei
Publisher	Koei
Release date	(jp) December 17, 1998
Genre	Adventure, Racing
Players	1-2 Players

In Monster Race, the player takes the role of a young boy who wants win the Monster Race World Championship, and for that, the player has to train his monster so they become stronger and faster. The player can also catch new monsters that he can find in grass terrains, and if he wins the race against them he can add them to his team.

The game is also compatible with the PocketStation.

PlayStation the Best
November 1998

Moon RPG Remix Adventure

7.9

Developer	Love-de-Lic
Publisher	ASCII Entertainment
Release date	(jp) October 16, 1997
Genre	Adventure, Role-playing game
Players	1 Player

Although the game was apparently featured prominently at E3 in 1997 with plans to release the game the following year, ASCII decided not to release Moon outside Japan. The game was advertised shortly afterward for a US release in GamePro magazine, but was never published by another company.

Despite its critical praise as a role-playing game that defies convention in its own genre, Moon remains an extremely obscure Japan-exclusive title.

PlayStation the Best
July 1998

Moonlight Syndrome

8.0

Developer	Human Entertaiment
Publisher	Human Entertaiment
Release date	(jp) October 9, 1997
Genre	Adventure
Players	1 Player

A spin-off of the Twilight Syndrome series, Moonlight Syndrome has a similarly text-heavy, low-interaction, linear gameplay with dialogue and/or action choices, which would sometimes influence the course of the narrative. Like Twilight Syndrome games (and unlike most Japanese-style adventure games), Moonlight Syndrome has physical character navigation in limited 3D areas. Some scenes - such as most full-screen dialogue portraits, etc. - are depicted as pre-rendered images.

7.0

Mori no Oukoku

Developer	Pegasus Japan
Publisher	Asmik Ace Entertainment
Release date	(jp) October 21, 1999
Genre	Tactical role-playing game
Players	1 Player

Mori No Oukoku tells the story of a boy who start a journey that will leave him through different places of the country: towns, mountains, woods, caves, etc. During his journey, different character will join his group.

8.0

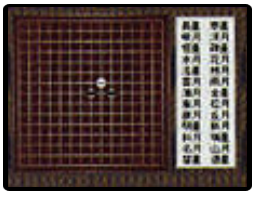
Morita Kazuo no Chess

Developer	Yuki
Publisher	Yuki
Release date	(jp) December 16, 1999
Genre	Board game
Players	1-2 Players

Morita Kazu no Chess is a simple chess game with different difficulty levels, making it suitable for beginners to experts of the board game. The game also features a 2 player mode.

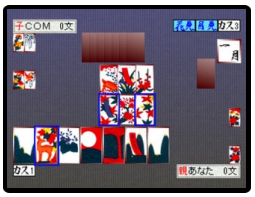
6.0

Morita Kazuo no Gomokuheibe to Rentama



Developer	Yuki
Publisher	Yuki
Release date	(jp) December 16, 1999
Genre	Board game
Players	1-2 Players

Morita Kazuo no Gomokuheibe to Rentama is part of the budget board game series. This game feature the popular Chinese board game Go with the possibility to play as 2 players.



Morita Kazuo no Hanafuda

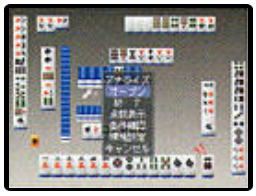
Developer Yuki
Publisher Yuki
Release date (jp) December 16, 1999
Genre Cards
Players 1 Player

Morita Kazuo no Hanafuda is a hanafuda game with two main game modes; Vs.1 computer or Vs.2 computer opponents. The game feature three different boards, three different music tracks and different difficulty levels.

Morita Kazuo no Mahjong

Developer Yuki
Publisher Yuki
Release date (jp) February 17, 2000
Genre Board game
Players 1 Player

Morita Kazuo no Mahjong is another of the endless mahjong games for the PlayStation.



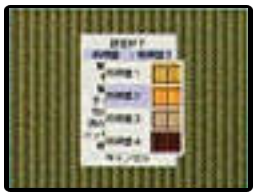
Morita Kazuo no Reversi

Developer Yuki
Publisher Yuki
Release date (jp) September 22, 1999
Genre Board game
Players 1-2 Players

Morita Kazuo no Reversi is another game in the budget board game series. This game revovles around the board game reversi, also known as Othello in North America. The game feature a 2 player mode.

Morita Kazuo no Shogi Dojo

8.0

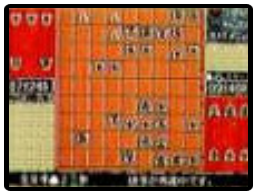


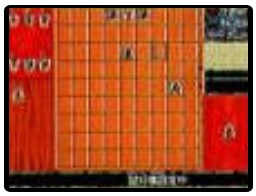
Developer	Yuki
Publisher	Yuki
Release date	(jp) September 22, 1999
Genre	Board game
Players	1-2 Players

Morita Kazuo no Shogi Dojo revolves around the Japanese chess game, shogi. The game feature a record function that saves the score of the player on a memory card. The game also fature a tutorial mode that teaches the player the tactics and rules of the shogi game.

Morita Shogi

6.5

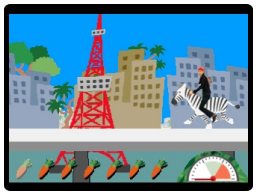


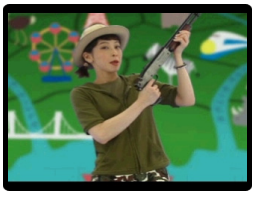


Developer	Random House
Publisher	Seta Corporation
Release date	(jp) December 4, 1997
Genre	Board game
Players	1-2 Players

Morita Shogi, first released on the FamiCom in 1987 under the same name and by the same publisher, is another game on the board game, shogi. The game feature a two player mode.

Moritaka Chisato: Safari Tokyo





Developer	Oracion Inc.
Publisher	Koei
Release date	(jp) October 22, 1998
Genre	Mini-games, Music
Players	1 Player

Moritaka Chisato Safari Tokyo put the actress and song writer, Chisato Moritaka, in a fantasy safari park set in Tokyo where the player can play different mini games, like listen and then choose which is the song that sounds, ride an animal, music mini games, etc., or edit different live video clip of live shows of Moritaka Chisato.

Mortal Kombat II

7.9

Developer	Midway, Probe
Publisher	Acclaim
Release date	(jp) August 2, 1996
Genre	Fighting
Players	1-2 Players

The Mortal Kombat fighters, plus several new ones, return for a tournament held by the evil Shang Tsung of the Outworld. The action is one-on-one as before, and famed for its high level of violence and blood (other than the sanitised Nintendo version). There are 5 difficulty levels and optional credits, as well as the usual 2 player mode including same character duels.

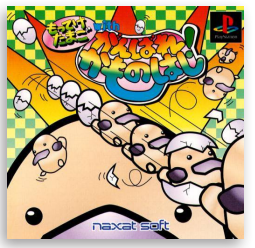
"mobygames.com"

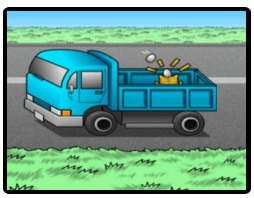
Motor Toon Grand Prix

7.0

Developer	SCEI
Publisher	SCEI
Release date	(jp) December 16, 1994
Genre	Racing
Players	1-2 Players

Motor Toon Grand Prix, commonly confused with Motor Toon Grand Prix 2 which was released under the title Motor Toon Grand Prix in North America since the first game never left Japan, was directed by Kazunori Yamauchi, who stated that it was the team's goal to create realistic driving simulation without distracting from the game's enjoyment.





Motteke Tamago with Ganbare Kamonohasi

Developer	Naxat Soft
Publisher	Naxat Soft
Release date	(jp) April 23, 1998
Genre	Puzzle
Players	1-4 Players

Motteke Tamago with Ganbare Kamonohashi was planned to be released in 1993 as a PC Engine game, but was not released until 1998 for both PlayStation and Saturn.

The player controls a cute little duck walking around a maze. The object of the game is to collect eggs, let them hatch, then take the little chicks back home.

6.0

Motto Trump Shiyouyo! i-Mode de Grand Prix

Developer	Pure Sound
Publisher	Pure Sound
Release date	(jp) June 27, 2002
Genre	Cards
Players	1-4 Players

Motto Trump Shiyouyo! I-Mode de Grand Prix feature different card games in bright colorfull graphic. The game include 2-4 player games like Seven bridge, poker, Black Jack, among solo games, like Solitaire and Freecell.

Motto! Nyan to Wonderful 2

Developer	Pandora Box Creative Office
Publisher	Banpresto
Release date	(jp) February 11, 1999
Genre	Simulation
Players	1 Player

Motto! Nyan to Wonderful 2 does NOT include a decapitated dog, as seen on the cover. The game is, however, a pet simulation, where the player will train a cat or a dog. The player can use different toys and music to train the pet, and give it different kind of meals. There is a photograph mode and a gallery mode that can also be unlocked.

6.0

Moujya

Developer	Etona, FPS, Racdym
Publisher	Virgin Interactive
Release date	(jp) January 10, 1997
Genre	Puzzle
Players	1-2 Players

Mouja is a port of the Arcade game by the same name. The gameplay can be described as a cross between Money Puzzle Exchanger and Puyo Puyo. The player need to make up a certain value from falling coins by joining them together. Once the value is reached, the coins will vanish.

1300Y Release
September 1999

Mouri Motonari: Chikai no Sanshi

8.5

Koei the Best
September 1999

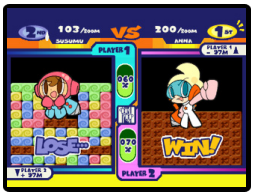
Developer	Koei
Publisher	Koei
Release date	(jp) February 28, 1998
Genre	Strategy, Tactical role-playing game
Players	1 Player

Mouri Motonari - Chikai no Sanshi Mouri is the third entry of Eiji Fukuzawa's Eiketsuden series, a series of simulation games that portrays the titular historical figures in a heroic image. At the time of the game's release, the similarly themed Taiga drama was being broadcast. It is the only title in the series to not have multiple endings. Character designs were made by Hitoshi Natsume who later worked for visuals on the first two Kessen titles.

"kimsufi.com"

Mr. Driller G

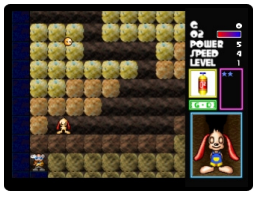
7.5



Developer	Namco
Publisher	Namco
Release date	(jp) November 22, 2001
Genre	Puzzle
Players	1-2 Players

Mr. Driller G is a another entry in Namco's series of arcade puzzle games. As in the previous titles, the main objective is to control a miner character and dig through layers of multi-colored blocks to reach the deeper levels of a shaft and score points. As sections are removed, the whole structure becomes unstable and dangerous. When large pieces of the same color fall on top of each other, they automatically disappear. The miner can be squished by the crumbling stones, or suffocate by lack of oxygen.

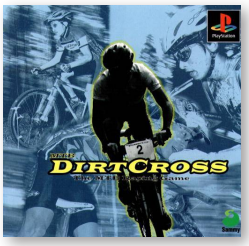
Mr. Prospector: Horiate Kun



Developer	Rythmics
Publisher	ASK Corporation
Release date	(jp) August 12, 1999
Genre	Action
Players	1 Player

In Mr. Prospector Horiate-Kun, the player controls a dog that will have to dig through different mines to discover treasures and other objects. The game fautures more than 250 different objects and equipment for the character. The gameplay when the player is digging is similar to games like Boulder Dash and Mr Do. The game features seven mines to explore, each of them opening when the player fully explore the previous one.

MTB Dirt Cross



Developer Sammy Studios
Publisher Sammy Studios
Release date (jp) October 15, 1998
Genre Racing
Players 1-2 Players

The game is a dirt cross racer where players ride over dirt, stones, ice, mud and logs in different kind of mountain bikes circuits.

Players can select the mountain bike rider and bicycle that better fit their skills.

"kimsufi.com"

5.0

Murakoshi Seikai Bakuchou Nippon Rettou

TsuriCon Edition
September 1999

Developer A-Wave
Publisher Victor Entertainment
Release date (jp) June 11, 1998
Genre Sports
Players 1 Player

Murakoshi Seikai Bakuchou Nippon Rettou 1 is a fishing game sponsored by Japanese angler, Murakoshi Seikai. The game features a shop where players can buy new rod, lures and even see the fish they caught.

The TsuriCon Edition is compatible with the Bass Landing fishing controller.

7.0

Murakoshi Masami no Bakuchou Nippon Rettou 2

Developer Infinity
Publisher Victor Entertainment
Release date (jp) September 14, 2000
Genre Sports
Players 1 Player

Murakoshi Seikai Bakuchou Nippon Rettou 2 is the second game in the series sponsored by Japanese angler, Murakoshi Seikai.

The game features a complete video tutorial by Murakoshi Seikai explaining different fishing techniques.

Murakoshi Seikai no Bakuchou Seabass Fishing

Developer	A-Wave
Publisher	Victor Entertainment
Release date	(jp) March 25, 1999
Genre	Sports
Players	1 Player

Murakoshi Seikai no Bakuchou Seabass Fishing, also known as Pakuchikou Seabass Fishing, is another fishing game featuring Murakoshi Seikai. The player takes the role of Murakoshi and fish in the Japanese waters. The game features different rods, boat captains, fishing spots, lures, and players can see the fish they caught.

Murder on the Eurasia Express

7.0

Developer	System Sacom
Publisher	Enix
Release date	(jp) November 26, 2000
Genre	Adventure
Players	1 Player

Murder on the Eurasia Express, or Eurasia Express Satsujin Jiken: Murder on the Eurasia Express, tells the story of a private detective who travel with a female private school class on a trip on the Eurasia Express. As soon as the train departs from Shangai, a murder happens. The detective decides to start a investigation on the train with only 2 hours to solve the crime.

Mushi no Idokoro

Developer	Gen Soft
Publisher	Gen Soft
Release date	(jp) June 28, 1996
Genre	Puzzle
Players	1-2 Players

Mushi no Idokoro is a puzzle game with gameplay revolving around moving different insect lines to get insects combinations. To clear a level, the player has to clear all the insects.

The game features three game modes: Ranking Mode, where the player compete against time. Story Mode, players advance through a story clearing the different puzzles. And Battle Mode; where two players try to clear the cube first.

7.0

Mushi Tarou

Developer Victor Entertainment
Publisher Victor Entertainment
Release date (jp) July 6, 2000
Genre Action
Players 1 Player

Mushi Taro tells the story of a young boy that try to catch all the species of insects around his house. Once the boy has catched all the species in a place, he takes them to his collection where the player can view them and see their characteristics.

PSOne Books
June 2002

9.0

Muteki-Oh Tri-Zenon

Developer General Entertainment
Publisher Marvelous Interactive
Release date (jp) March 15, 2001
Genre Interactive movie, Mini-games
Players 1 Player

Muteki-Oh Tri-Zenon is an interactive movie where the player press the direction or button that are showed in the screen at the right time to advance in the game, similar to Dragons Lair. The game also features mini games between each chapter. Some parts of the game requires the player to press the same button several times.

7.6

My Dream: On Air ga Matenakute

Developer Nihon Create
Publisher Nihon Create
Release date (jp) September 18, 1997
Genre Manager
Players 1 Player

My Dream - On Air ga Matenakute is a voice training simulation. The player take the role of a journalist that does a report on a voice training contest and help eight different girls with the dream of being a star. During each week, the player will meet different characters and have interviews. Each week, the player choose the place the girls will visit, to improve their stats.

My Garden

7.0

Developer	Technosoft
Publisher	Technosoft
Release date	(jp) September 2, 1999
Genre	Simulation
Players	1 Player

My Garden is similar to Hudson's Harvest Moon series, but instead or having a farm, the player controls a young girl that has to take care of a garden. She will have to plant different kind of seeds and take care of them when they grow to different kind of plants and trees. The player can then sell the plants to gain money and buy new seeds and items.

PlayStation the Best
August 1998

My Home Dream

7.0

Developer	Progress
Publisher	Victor Interactive Software
Release date	(jp) July 24, 1997
Genre	Simulation, Strategy
Players	1 Player

My Home Dream is a simulation game where the player create a home of his own, setting up room layouts, walls, garden, etc. on a grid using a simple input system. Players can choose from different furnitures, floor tiles, roofs, doors, windows, electronics, etc.

Victor the Best
January 2003

My Home Dream 2

Developer	Progress
Publisher	Victor Interactive Software
Release date	(jp) December 2, 1999
Genre	Simulation, Strategy
Players	1 Player

In the sequel, players create a home of their own, setting up room layouts, walls, garden, etc on a grid using a simple input system. Players can choose from a lot of different furnitures, floor tiles, roofs, doors, windows, electronics, etc.

7.3

Mystic Ark: Maboroshi Gekijo

Developer	Enix
Publisher	Enix
Release date	(jp) March 18, 1999
Genre	Action-adventure
Players	1 Player

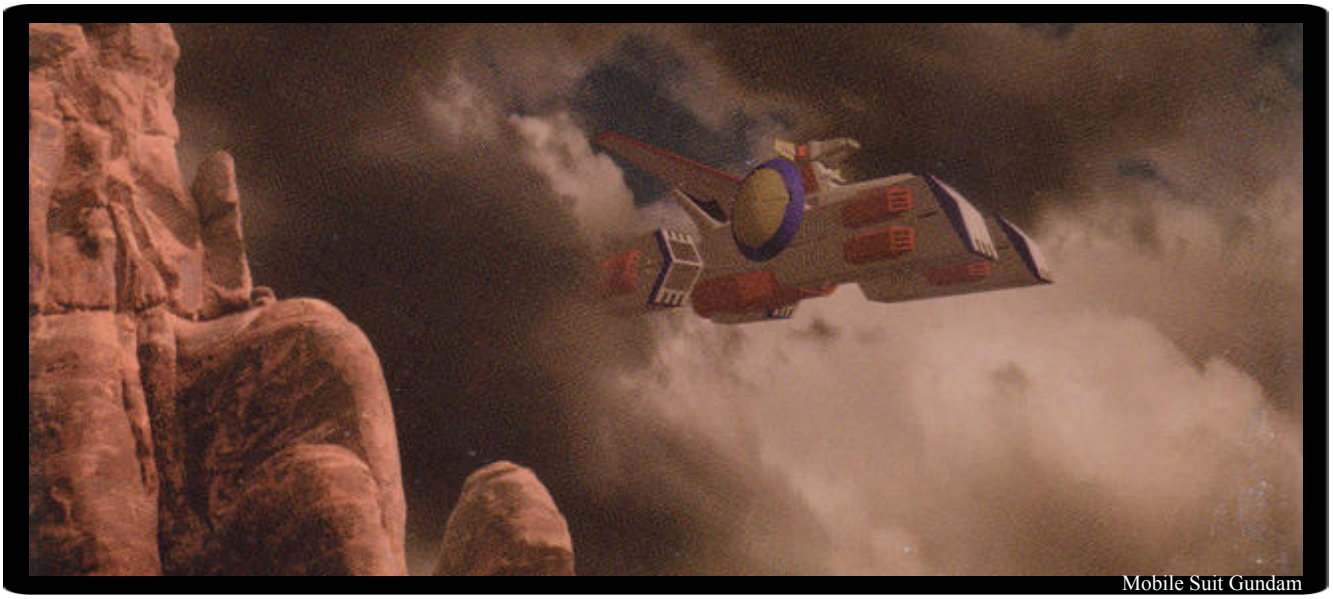
Mystic Ark Maboroshi Gekijyo is an action adventure game where the player takes control of a boy or a girl on a weird adventure between different worlds. The gameplay is standard adventure game where the player pick and use the proper items in the proper places to advance in the game. The game also include battles where the player will have to fight.

Mystic Mind

Developer	Family Soft
Publisher	MyCom
Release date	(jp) September 3, 1998
Genre	Visual novel
Players	1 Player

Mystic Mind - Yureru Omoi is a dating simulation game where the player choose between Kei Katsuragi or Megumi Kawai to play as. Depending on the choice, the characters the player meet will be male or female.

The game features different endings depending on the player choices.


Mobile Suit Gundam

Shichida Shiki Unou de Asoventure: Katachi 123 0~2-Sai Muke

Developer Success
Publisher Success
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

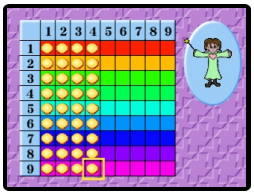
Shichida Shiki Unou de Asoventure is a series of educational games designed for pre-schoolers.

This version feature assignments for children age 0-2, revolving around numbers. The game include a “kids modus” that are designed for children playing alone, and a “mama modus”, designed for children playing with parents.

Shichida Shiki Unou de Asoventure: Katachi 123 2~4-Sai Muke

Developer Success
Publisher Success
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

This version feature assignments for children age 2-4, revolving around numbers. The game include a “kids modus” that are designed for children playing alone, and a “mama modus”, designed for children playing with parents.



Shichida Shiki Unou de Asoventure: Katachi 123 4~6-Sai Muke

Developer Success
Publisher Success
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

This version feature assignments for children age 5-6, revolving around numbers. The game include a “kids modus” that are designed for children playing alone, and a “mama modus”, designed for children playing with parents.

Shichida Shiki Unou de Asoventure: Kotoba ABC 0~2-Sai Muke

Developer Success
Publisher Success
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

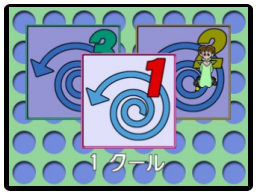
This version feature assignments for children age 0-2, revolving around letters. The game include a “kids modus” that are designed for children playing alone, and a “mama modus”, designed for children playing with parents.

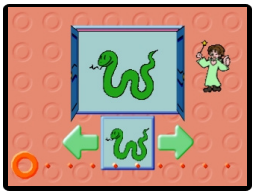
Shichida Shiki Unou de Asoventure: Kotoba ABC 2~4-Sai Muke

Developer Success
Publisher Success
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

This version feature assignments for children age 2-4, revolving around letters. The game include a “kids modus” that are designed for children playing alone, and a “mama modus”, designed for children playing with parents.

Shichida Shiki Unou de Asoventure: Kotoba ABC 4~6-Sai Muke





Developer Success
Publisher Success
Release date (jp) September 21, 2000
Genre Edutainment
Players 1 Player

This version feature assignments for children age 4-6, revolving around letters. The game include a “kids modus” that are designed for children playing alone, and a “mama modus”, designed for children playing with parents.

Nage Libre: Rasen no Soukoku

9.0

Developer	Varie
Publisher	Varie
Release date	(jp) February 21, 1997
Genre	Tactical role-playing game
Players	1 Player

Nage Libre Rasen No Soukoku is the sequel to the SuperFami-Com game, Nage Libre, released in 1995. The plot involves five high school students that stray off into the different world, “Nage,” and fight in order to return to their former world.

The fighting technique is made up by a card battle.

Nainai no Meitantei

8.5

Developer	Namco
Publisher	Namco
Release date	(jp) December 22, 1999
Genre	Adventure
Players	1 Player

Nainai no Mei-tantei is an adventure game featuring the Japa-nese comedian Yoshimoto and a new young actor that help him solving different cases. These detectives have to talk to different characters and looking for items and use them to find clues to solve cases.

Najavu no Daibouken: My Favorite Namjatown

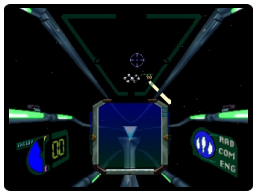
7.0

Developer	Namco
Publisher	Namco
Release date	(jp) October 13, 2000
Genre	Mini-games
Players	1 Player

Najavu No Daibouken My Favourite Namjatown is a collection of mini games where the player controls Najavu, an archeologist adventurer that is going through the world in search of rare arti-facts and adventures.

Namco Anthology 1

8.4



Developer	Namco
Publisher	Namco
Release date	(jp) June 4, 1998
Genre	Compilation
Players	1-2 Players

Namco Anthology 1 is a compilation of arcade and console games by Namco, which differs from the Museum releases in that it contains arranged versions of all the games included, with redone graphics, sounds and features.

This edition includes: Babel, Haō no Tairiku, Star Luster, and Wrestleball.

Namco Anthology 2

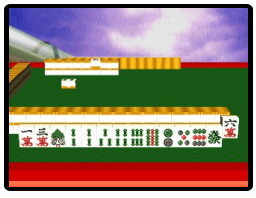
7.5

Developer	Namco
Publisher	Namco
Release date	(jp) September 23, 1998
Genre	Compilation
Players	1-2 Players

Namco Anthology 2 is another compilation of arcade and console games by Namco, the games contains arranged versions of all the games included, with redone graphics, sounds and features.

This edition includes: King of Kings, Pac-Attack, Power Golf 2, and Valkyrie no Bōken: Toki no Kagi Densetsu.

Namco Mahjong: Sparrow Garden



Developer	Micronet
Publisher	Namco
Release date	(jp) January 1, 1996
Genre	Board game
Players	1 Player

Namco Mahjong - Sparrow Garden, or Sparrow Garden: Namco Mahjong, is a mahjong game featuring different characters to choose, different camera angles and different game modes.

Shokai Gentei Box
October 1997

Namco Museum Encore

8.5

Developer Namco
Publisher Namco
Release date (jp) October 30, 1997
Genre Compilation
Players 1-2 Players

This is the final PlayStation installment of the Namco Museum series and probably the most eclectic selection of Namco arcade games from the early eighties to the nineties.

The game includes; King & Balloon, Motos, Sky Kid, Rolling Thunder, Wonder Momo, Rompers, and Dragon Saber. The package also contains a set of memory card labels with the Namco logo and drawings from the games.

Namiromu

Developer Exit
Publisher Oracion
Release date (jp) October 15, 1998
Genre Music
Players 1 Player

Nakajima Miyuki: Namiromu is a database on the Japanese singer-songwriter and radio personality, Miyuki Nakajima. She has released 37 studio albums, 40 singles, 2 live albums and multiple compilations as of May 2013. Her sales have been estimated at more than 21 million copies.

The “game” consist of music, video clips, pictures etc.

Koei the Best
December 1998

Nanatsu no Hikan

9.5

Developer Koei
Publisher Koei
Release date (jp) August 9, 1996
Genre Adventure
Players 1 Player

Nanatsu no Hikan is a first person adventure game similar to games like Myst. The player is sent by his boss to explore seven different mansions, so the player character takes his girlfriend with him when he goes exploring.

Naniwa Kinyuu Michi

Developer Kodansha
Publisher Kodansha
Release date (jp) July 19, 2001
Genre Board game
Players 1-4 Players

Naniwa Ninyuu Michi - Aoki Yuuji no Seken Munazanyou is financial themed board game for up to 4 players. The goal of the game is to reach more than 11.000.000 in cash. The first player to reach that amount wins the game. To earn money, players have to do loans, buying and selling things, gambling, etc.

7.4

Naniwa no Akindo: Futte Nanbo no Saikoro Jinsei

Developer OeRSTED
Publisher SCEI
Release date (jp) March 28, 1997
Genre Board game
Players 1-4 Players

Naniwa no Akindo - Futte Nanbo no Saikoro Jinsei is a board game for up to four players. The main goal is to be the richest player.

7.0

Naniwa Wangan Battle

Race the Best Vol. 1
January 2000

Developer Opus Corp.
Publisher Medioza
Release date (jp) March 26, 1998
Genre Racing
Players 1 Player

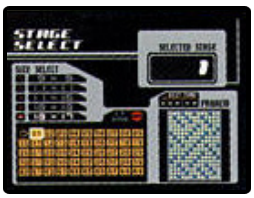
Naniwa Wangan Battle is a high-speed racing game featuring night races on Japanese autolines. The first release of the game was a single-player title, but the second re-release of the game included 2-player racing.

The game is part of the Shutokou Battle series and features the three game modes: Scenario, Time attack, and Taiman battle.

Nankuro

Developer	Success
Publisher	Success
Release date	(jp) May 27, 1999
Genre	Puzzle
Players	1 Player

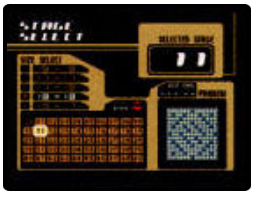
Nankuro, released in the budget SuperLite 1500 Series, is a collection of more than 200 numeric crosswords in Japanese.



Nankuro 2

Developer	Success
Publisher	Success
Release date	(jp) January 27, 2000
Genre	Puzzle
Players	1 Player

Nankuro 2 continues the budget series with more numeric crosswords.



Nankuro 3

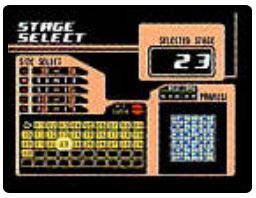
Developer	Success
Publisher	Success
Release date	(jp) November 30, 2000
Genre	Puzzle
Players	1 Player

Nankuro 3 is the third game in the series on numeric crossword.

Nankuro 4

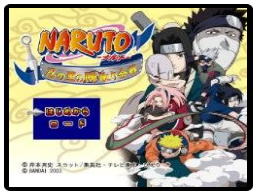
Developer Success
Publisher Success
Release date (jp) May 24, 2001
Genre Puzzle
Players 1 Player

Nankuro 4 is the fourth an last game in the crossword series.



6.1

Naruto: Shinobi no Sato no Jintori Kassen



Developer Denyusha & Dimps
Publisher Bandai
Release date (jp) June 26, 2003
Genre Board game
Players 1-4 Players

Naruto: Shinobi no Sato no Jintori Kassen is a board game based closely to the anime. As players progress throug the board, they lay down traps using their chakra, and when an opponent lands on it they have the option to take the damage or fight.

Players can unlock character profiles, objects, etc.

7.0

Natsuiro Kenjutsu Komachi

Developer NEC Interchannel
Publisher NEC Interchannel
Release date (jp) March 16, 2000
Genre Visual novel
Players 1 Player

Natsuiro Kenjutsi Komachi is the typical simulation and dating game where players will encounter different kind of girls they can date. The player can also do different kind of activities to improve their stats.

The game feature different endings depending on the player actions during the game.

Limited Edition
March 2000

Artdink Best Choice
December 1999

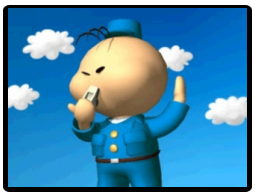
Navit

6.0

Developer	Masterpiece, Isco
Publisher	Artdink
Release date	(jp) September 3, 1998
Genre	Simulation
Players	1 Player

In Navit the player takes the role of a novice traffic control officer. Traffic accidents happens in several places and the stress of the drivers are growing. The mission is to restore order to the lawless area and make the traffic comfortable.

The game feature the different areas, each of them with four missions to clear.



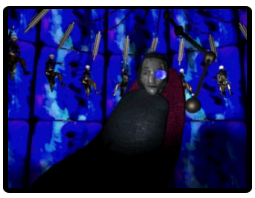
Nazo-Oh

5.0

Developer	Bandai Visual
Publisher	Bandai
Release date	(jp) August 30, 1996
Genre	Trivia
Players	1-2 Players

Nazo-Oh is a different quiz game where the player takes the role of a young boy that wakes up in a bizarre fantasy world. A strange creature start talking to him, telling him that he need to to go to the citadel. When there, he need to solve different riddles that the citadel citizens ask him.

The game also feature feature a 2 player mode where players can compete in answering the questions.



Nekketsu Oyako

7.5

Developer	TechnoSoft
Publisher	TechnoSoft
Release date	(jp) December 3, 1994
Genre	Beat'em up
Players	1-2 Players

Nekketsu Oyako is a side-scrolling beat-'em-up in the tradition of Final Fight with a particular focus on finding and picking up weapons in each stage. There are three characters to choose from: former pro-wrestler Rando, his fighting prodigy daughter Rio, and the freeloading research assistant, Torataro Minowa. Each character has their own stats and special abilities, and two players can also play simultaneously.

8.0

Neko na Ka-n-ke-i

Developer Victor Interactive Software
Publisher Victor Interactive Software
Release date (jp) November 5, 1998
Genre Visual novel
Players 1 Player

Neko na Kankei is a visual novel game where the player takes the role of a highschool student, who one day find a stone which looks like a cat's eye. The stone has the magical ability to change him into a cat and back whenever he wants. According to Serina, the owner of the stone, he has to wear it for 74 days and use it consistently, otherwise bad luck will fall upon him. In additional to that, bad luck will fall upon him if he uses the stone for evil. So, he use it in his quest to meet girls.

PSOne Books
January 2004

6.5

Nekozamurai

Developer Aim at Entertainment
Publisher Human Entertaiment
Release date (jp) March 4, 1999
Genre Adventure, Interactive movie
Players 1 Player

Neko Zamurai is an adventure game where the player controls a group of samurai cats in medieval Japan. The main character, Neko, received an invitation to return to Edo. As soon as reach the city, he come under attack.

The game is divided in chapters, and to advance, the player will have to visit different places in the town and talk to different characters.

7.0

Nemu Lu Mayu: Sleeping Cocoon

Developer Asmik Ace Entertainment
Publisher Asmik Ace Entertainment
Release date (jp) March 23, 2000
Genre First person shooter, Role-playing game
Players 1 Player

Nemu lu Mayu - Sleeping Cocoon is a FPS/RPG in the style of the King's Field series. The game takes place in a fantasy world dominated by an evil demon. During explorations of the dungeons, players will find items and weapons to help them in their quest.

The game feature Japanese voice acting, several different enemies and a really difficult gameplay.

kimsufi.com"

SuperLite 1500 Series
June 2003

Neo Atlas

Developer FlipFlop
Publisher Artdink
Release date (jp) February 26, 1998
Genre Strategy
Players 1 Player

In Neo Atlas, Artdink begins their series of games about world exploration. The players mission is to explore new worlds, set up trade routes and expand the sphere of their country's influence. Some towns specialize in certain commodities and others in the production of goods. The intrepid and profiteering buccaneer finds those towns and ferries goods back and forth to create a sustainable enterprise.

SuperLite 1500 Series
July 2003

Neo Atlas II

Developer FlipFlop
Publisher Artdink
Release date (jp) September 2, 1999
Genre Strategy
Players 1 Player

The mission, like in the first game, is to explore new worlds, set up trade routes and expand the sphere of the country's influence. Some towns specialize in certain commodities and others in the production of goods.

This sequel features better graphic and more missions.

Neo Planet

7.0

Developer ISCO
Publisher Map Japan
Release date (jp) July 5, 1996
Genre Strategy
Players 1 Player

Neo Planet is a strategy/simulation game that takes place on an alien planet in the future where the player will have to make decisions on the population, the different resources, decide new buildings, and protect the different organism and ecology. Gameplay is similar to games like Civilization and Caesar.

7.6

Neon Genesis Evangelion: Koutetsu no Girlfriend

Developer Gainax
Publisher Gainax
Release date (jp) June 14, 1998
Genre Adventure
Players 1 Player

This is a Japanese-style adventure game based on the popular TV anime series Neon Genesis Evangelion. Unlike the two previous Neon Genesis Evangelion games, Kōtetsu no Girlfriend is not an interactive movie. The player controls Shinji by selecting locations to travel to, looking at people, and talking to them. The locations are graphically represented as anime-style still screens.

"mobygames.com"

6.0

Neorude

Developer TechnoSoft
Publisher TechnoSoft
Release date (jp) May 9, 1997
Genre Adventure, Role-playing game
Players 1 Player

Neorude tells the story of a group of adventures, the warriors Til and Rufrain and the magician Aria, that explore the land in search of ancient ruins and lost treasures.

TechnoSoft
Collection 2500
August 1999

6.0

Neorude 2

Developer TechnoSoft
Publisher TechnoSoft
Release date (jp) November 20, 1997
Genre Adventure, Role-playing game
Players 1 Player

Sequel to Neorude continues the plot of the first game and features the same main characters, Til, Aria and Rufrain.

The gameplay is, like the first game, a mix of point and click adventure and RPG.

TechnoSoft
Collection 2500
September 1999

Neorude: Kizamareta Monshou

6.0

Developer	TechnoSoft
Publisher	TechnoSoft
Release date	(jp) December 16, 1999
Genre	Adventure, Role-playing game
Players	1 Player

The last game in the Neorude series for the PlayStation features a new group of characters. The game starts when the plane ship, Neorude, suffers a fire accident and crashes in a snow mountain cave.

The gameplay is the same as the first two games in the series, a point a click adventure mixed with RPG.

Nessa no Hoshi

7.0

Developer	Itochu
Publisher	Itochu
Release date	(jp) September 11, 1997
Genre	Adventure, Fighting
Players	1 Player

Nessa no Hoshi is set in the 22 century. Mankind has settled on a faraway planet. The planet is suitable for human beings, but sucks cause it`s Tatooine. The main character, Dan, lives in the desert frontier with his sick mother. To save her life, Dan decide to rob the water supply.

Netz Magazine: Altezza

7.4

Developer	Dentsû
Publisher	Netz Magazine
Release date	(jp) March 10, 1997
Genre	Racing
Players	1 Player

Netz Magazine - Altezza Racing is a racing game made by Dentsû. The game is part of the Netz Toyota series which was never available for sale in stores. The game give the player information about the different features of the Toyota Altezza car and let players test it in a circuit.

Neues

Developer Escot
Publisher Escot
Release date (jp) February 10, 2000
Genre Manager
Players 1 Player

Neues tells the story of a forest inspector who find a robot girl in the forest. Without knowing who created it or why it was left there, he decides to bring her to his house. The robot got its own feelings and ideas, but she wants to become human.

The player can asign the robot different activities or jobs every week. But the player have to be careful, or the stress levels will rise high.

Best Version
October 2000

9.6

Next King: Koi no Sennen Oukoku

Developer Alfa System, MARS Corporation
Publisher Bandai
Release date (jp) June 27, 1997
Genre Board, Dating sim
Players 1-4 Players

Next King - Koi No Sennen Oukoku is a mixture of simulation, adventure, and role-playing. It can also be described as a table RPG. The player compete against three other princes, and must have more success with the game's several female characters in order to become a king. The actions in the game are determined by the roll of dice.

Limited Edition
June 1997

6.0

N-Gauge Unten Kibun Game: Gatan Goton

Developer Beyond Interactive
Publisher Toshiba EMI
Release date (jp) March 11, 1999
Genre Simulation
Players 1 Player

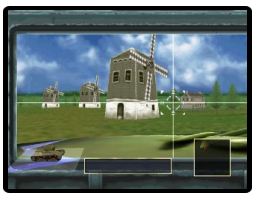
Japan sure love their trains. N-Gauge Unten Kibun Game Gatan Goton is a Japanese train simulation game in the style of Taito's Densha de Go!, with the difference being that this game is a model train simulator.

The game features a museum with a description of all the trains in the game and the routes with images.

Major Wave Series
March 2001

Reprint
October 1999

Nibiiro no Koubou: 32-nin no Sensha Chou



Developer Shangri-La
Publisher Shangri-La
Release date (jp) February 28, 1997
Genre Shooter
Players 1 Player

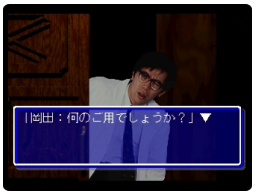
Nibiiro no Koubou - 32-nin no Senshachou realtime strategy sim with 68 tank models. The game is set in the Eurodyell Republic in March of 1929. The player is in charge of a tank and have to defeat all the enemie tanks in each level to advance in the game.

Nichibutsu Mahjong: Joshikou Meijinsen

Developer Nichibutsu
Publisher Nichibutsu
Release date (jp) May 26, 1995
Genre Board game
Players 1 Player

Nichibutsu Mahjong is a mahjong game where the player takes the role of a young female mahjong gambler that enters a female mahjong tournament. Taking place in a hotel, the first floors are for playing free mahjongs games and the last ones to take part of the different tournaments.

Night Head: The Labyrinth

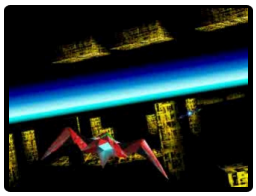


Developer Scitron & Art
Publisher Fuji Television
Release date (jp) November 17, 1995
Genre Adventure
Players 1 Player

Night Head The Labyrinth is an adventure game where the player takes the role as a couple of young kids that arrive at a strange mansion during a stormy night. When they arrive, a doctor offer them to stay during the night. But soon, they discover that their lives could be in a real danger.

Night Raid

6.8



Developer Takumi Corporation
Publisher Takumi Corporation
Release date (jp) July 25, 2002
Genre Shooter
Players 1 Player

Night Raid is set in 3309 and humanity has been taken over by computers. The game is a conversion of the 2001 vertical arcade shoot-em-up from Takumi, and has a similar feel to their earlier game Mars Matrix. Like in Mars Matrix, destroyed enemies release pickups, but rather than powering up the weapons, they now affect the score multiplier. The multiplier is always slowly counting back to zero, but picking up the Score Items released by enemies will increase it.

Night Striker

7.2

Developer Xing Entertainment, Fill in Cafe
Publisher Xing Entertainment
Release date (jp) July 28, 1995
Genre Shooter
Players 1 Player

Night Striker is a third-person shooter reminiscent of Space Harrier. The player flies through each stage, controlling their armored car and shooting down waves of enemies. A boss appears at the end of each stage, and after this, the player must choose what path to take in the next stage, as in Darius. Instead of lives, the player has a shield that takes damage from each hit, but is recharged at the end of each stage.

Nightruth: Explanation of the Paranormal - Yami no Tobira

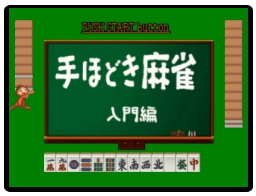
Developer Lay-Up
Publisher Sonnet
Release date (jp) November 1, 1996
Genre Visual novel
Players 1 Player

Nightruth - Explanation of the Paranormal - Yami no Tobira is an adventure game about a group of young high school students that investigates paranormal phenomena and have some strange magic powers they can use when they need to.

The second CD feature a making of, music, background, character profiles, artwork, and interviews with the voice actors.

2800Y
July 2000

Nihon Pro Mahjong Renmei Kounin: Tehodoki Mahjong Nyuumon-hen



Developer	Naxat Soft
Publisher	Naxat Soft
Release date	(jp) March 25, 1999
Genre	Edutainment, Board game
Players	1 Player

Tehodoki Mahjong: Nyūmon-hen is a Mahjong introductory game. It introduces the Chinese board game Mahjong to neophytes of any age with simple tutorials and illustrations, starting from the basics and the different game modes. It features Mahjong champion Moriyama Shigekazu, under whose guidance and supervision the player is taught about the scoring rules, the terminology and the different game pieces through different lessons.

Nijiiro Dodgeball: Otome-tachi no Seishun

6.5

Developer	Atlus
Publisher	Atlus
Release date	(jp) December 12, 2002
Genre	Sports
Players	1-2 Players

Nijiiro Dodgeball is a dodgeball game in the tradition of Super Dodge Ball, featuring an all-female cast. Each team of four, plus three support players on each side, must use a variety of techniques, including dashes, jumps, and numerous special moves to knock out the other team by draining their stamina. If all four players on a team are knocked out, they lose.

"mobygames.com"

Reprint
October 2000

Nijiiro Twinkle: Guruguru Dai-sakusen

7.0

Developer	ASCII Entertainment
Publisher	ASCII Entertainment
Release date	(jp) August 27, 1998
Genre	Puzzle
Players	1-2 Players

Nijiiro Twinkle is a simple Puyo Puyo clone. The game feature different game modes, including time attack, practice mode, and a story mode. The game also features different characters to choose or play againts.

Nikaku Dori Deluxe

Developer	Digicube
Publisher	Digicube
Release date	(jp) April 25, 2002
Genre	Puzzle
Players	1 Player

Nikakudori Deluxe is a puzzle game that uses mahjong tiles. Players flip all the tiles over by matching pairs, but the pairs have to be touching, or connected by other tiles that have already been flipped over. The game also features a rule explanation and three kinds of mahjong tiles.

Game Modes include: Deluxe Mode, Official Mode, and Trial Mode.

7.3

Ningyo no Rakuin

Developer	Highwaystar
Publisher	NEC Interchannel
Release date	(jp) March 8, 2000
Genre	Tactical role-playing game
Players	1 Player

Ningyo no Rakuin tells the story of Keisuke Tate Rin and Mizuki Nakayama, two young lovers on a high school graduation trip. The plane they are on crashes on an island, so Keisuke and Mizuki along with some survivors must try to survive on the hostile island.

The game features different endings depending on the choices made by the player during the playthrough.

6.7

Ninja Jajamaru-kun: Onigiri Ninpouchou

Developer	Game Studio Infinity
Publisher	Jaleco Entertaiment
Release date	(jp) February 21, 1997
Genre	Platformer
Players	1 Player

Ninja Jajamaru-kun, one of Jaleco's most prolific franchises during the FamiCom days, was Jaleco`s attempted to reimagine him in 3D for the 32-bit era.

Every few stages, players are able to play a level of the original Jajamaru-kun game.

Ninku

4.8

Developer	Tose Software
Publisher	Tomy
Release date	(jp) December 22, 1995
Genre	Fighting
Players	1-2 Players

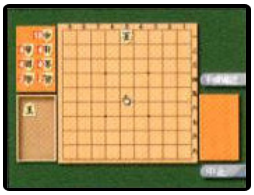
Ninku is a fighting strategy game based on the anime series about an odd-looking 12-year-old boy named Fuusuke, a powerful warrior from the Ninku school of martial arts.

Ninpu Sentai Hurricanger

6.4

Developer	Natsume
Publisher	Bandai
Release date	(jp) November 28, 2002
Genre	Fighting
Players	1-2 Players

Ninpu Sentai Harikenger, based on Power Rangers Ninja Storm, is the sequel to Hyakujuu Sentai GaoRanger. The player start out with just a Story mode and a 1 on 1 fighting mode. As the player progress however, more modes become available. The in-game action is fairly the same as Hyakujuu Sentai GaoRanger's.



Nintei O

Developer	ASCII Entertainment
Publisher	ASCII Entertainment
Release date	(jp) December 17, 1998
Genre	Board game
Players	1 Player

Nintei O is a shogi game sponsored by the Japan Tsumeshogi Federation. The game also feature a tutorial.

Nippon Golf Kyoukai Kanshuu: Double Eagle

Developer	Graphic Research
Publisher	SunSoft
Release date	(jp) May 30, 1997
Genre	Sports
Players	1-4 Players

Nippon Golf Kyoukai Kanshuu - Double Eagle is a 3D golf game that has eight selectables characters and four caddies.

There game feature three play modes: PGA mode, where the player play a tournament. Free mode, the player play alone. And Vs mode, the player play against another player.

Value 1500
June 2000

Nippon Pro Mahjong Renmei Kounin: Doujou Yaburi

Developer	Chatnoir
Publisher	Naxat Soft
Release date	(jp) May 30, 1997
Genre	Board game
Players	1 Player

Nippon Pro Mahjong Renmei Kounin - Doujou Yaburi is a mahjong game sponsored by the Japanese professional Mahjong Federation. The game also feature a tutorial.

Reprint
October 1999

Nippon Pro Mahjong Renmei Kounin: Doujou Yaburi 2

Developer	Chatnoir
Publisher	Naxat Soft
Release date	(jp) December 22, 1999
Genre	Board game
Players	1 Player

Nippon Pro Mahjong Renmei Kounin - Doujou Yaburi 2 is another game in the series of mahjong games. This release is also sponsored by the Japan Professional Mahjong League.

2800Y
January 2001

Nippon Pro Mahjong Renmei Kounin: Honkaku Pro Mahjong

Developer DigiCube
Publisher DigiCube
Release date (jp) November 29, 2001
Genre Board game
Players 1 Player

Another mahjong game sponsored by the Japan Professional Mahjong League. The game, supervised by Kojima Takeo, was released as a budget title

Reprint
June 2000

Nippon Pro Mahjong Renmei Kounin: Shin Tetsuman

Developer Naxat Soft
Publisher Naxat Soft
Release date (jp) October 8, 1998
Genre Board game
Players 1 Player

Nippon Pro Mahjong Renmei Kounin - Shin Tetsuman is a mahjong game sponsored Japan Professional Mahjong League. *Looks like those guys whould sponsor whatever mahjong game coming their way.*

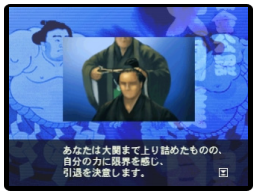
The game is Dual Shock compatible.

Konami Best
July 2001

Nippon Sumo Kyoukai Kounin: Nippon Oozumou

Developer Konami
Publisher Konami
Release date (jp) July 13, 2000
Genre Manager
Players 1 Player

Nippon Sumo Kyoukai Kounin - Nihon Ohzumo is a sumo simulation game where the player are the master at a sumo school. Players will have to train their students to become great sumo wrestlers. The player can recruit new trainees by taking them to restaurants *(of course)* and interviewing them.



Nishijin Pachinko Tengoku EX

Developer KSS
Publisher KSS
Release date (jp) August 26, 1999
Genre Casino
Players 1 Player

Nishijin Pachinko Tengoku EX is another one of the million pachinko games released for the PlayStation. This game comes with the usual 1 player mode and three different pachinko machines; ”CR Pachinpikku Z,” “CR Metal Army V2” and “Miracle Force SP”.

Nishijin Pachinko Tengoku Vol. 1

Developer KSS
Publisher KSS
Release date (jp) January 31, 1997
Genre Casino
Players 1 Player

Nishijin Pachinko Tengoku Vol.1 is a pachinko game featuring digitalized versions of real pachinko machines. The game also feature a story mode and a zoom function.

Nishijin Pachinko Tengoku Vol. 2

Developer KSS
Publisher KSS
Release date (jp) July 24, 1997
Genre Casino
Players 1 Player

Nishijin Pachinko Tengoku Vol.2 feature a story mode where the player is a pachinko player trying to score big *(on toys?)*.

Nishijin Pachinko Tengoku Vol. 3

Developer KSS
Publisher KSS
Release date (jp) December 17, 1998
Genre Casino
Players 1 Player

Nishijin Pachinko Tengoku Vol.3 is the third an last in the gambling adventure series where the player takes the role of a young man who wants to get rich playing different gambling machines that are around the town. With the money he wins on the machines, he can go around town and buy new furnitures for his house.

Nishijin Pachinko Tettei Kouryaku

Developer Media Rings
Publisher Media Rings
Release date (jp) October 11, 2001
Genre Casino
Players 1 Player

Nishijin Pachinko Tettel Kouryaku is a pachinko game that feature different options for the player to set.

NO-appointment Gals Olympos

Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) October 25, 1996
Genre Role-playing game, Strategy
Players 1 Player

The player controls a God that is chosen by the Olympus Gods to battle the guardian summoner, so the player will have to summon high school students transformed into female warriors.

The gameplay revolves most on the battle card system. The player select what their characters will do depending on the card they choose.

Nobunaga Hiroku: Ge-Ten no Yume

Developer Athena
Publisher Athena
Release date (jp) May 30, 1997
Genre Visual novel
Players 1 Player

Nobunaga Hiroku Ge Ten No Yume is an adventure/sound novel based on the life of Oda Nobunaga, the initiator of the unification of Japan under the shogunate in the late 16th century. The player watches the story unfold and can only choose an answer in some parts of the game that will take the story in different ways, thus, the game features different endings depending on those choices.

SuperLite 1500 Series
October 2000

8.2

Nobunaga no Yabou: Bushou Fuuunroku

Developer Koei
Publisher Koei
Release date (jp) February 18, 1999
Genre Strategy
Players 1-8 Players

Nobunaga no Yabou: Bushou Fuunroku is the fourth title in the Nobunaga's Ambition series (the third to have been localized in English), origianlly released on 1990 for PC-98.

One to eight human players can play, controlling different leaders and factions.

Koei Teiban Series
August 2000

8.0

Nobunaga no Yabou: Haouden

Developer Koei
Publisher Koei
Release date (jp) September 15, 1995
Genre Strategy
Players 1-8 Players

Haōden is the fifth game in Koei's Nobunaga's Ambition series, and once more is a historic war simulation set in 16th century Japan. Up to eight players can participate in one of three different scenarios with the ultimate goal of unifying the whole of Japan. Nearly 60 different real-life warlords and their territories are represented and available to play as. The three scenarios available are Nobunaga's rise to prominence in 1551, the Tenka Fubu campaign towards Kyoto in 1568, and Nobunaga's death in 1582.

Koei Teiban Series
December 2001

Capcom Game Books
March 2007

Nobunaga no Yabou: Reppuuden

6.0

Developer Koei
Publisher Koei
Release date (jp) September 9, 1999
Genre Strategy, Tactical role-playing game
Players 1-8 Players

Nobunaga no Yabou - Reppuuden is the eighth title in the series, originally released for Windows 95. Nobunaga's Ambition takes place during the Japanese Warring States period. As the title suggests, the player is tasked with achieving the ultimate goal of warlord Oda Nobunaga; the conquest and unification of Japan. Selecting Nobunaga is optional however, as the player is also able to choose from a variety of other regional daimyo of the time.

Koei Teiban Series
December 1998

Nobunaga no Yabou: Returns

7.5

Developer Koei
Publisher Koei
Release date (jp) August 2, 1996
Genre Strategy, Tactical role-playing game
Players 1-2 Players

Nobunaga no Yabou - Returns is a remake of the first title in the series. The game is a turn-based strategy, first released in 1983. It is a series of loosely adapted historical simulations produced by the Japanese video game developer Koei. It features a predominately Japanese voice track though English dubs appear during movie cutscenes. It debuted before Romance of the Three Kingdoms but it hasn't been localized as often.

Koei Teiban Series
August 2000

Nobunaga no Yabou: Sengouku Gunyuuden

7.5

Developer Koei
Publisher Koei
Release date (jp) March 7, 1998
Genre Strategy, Tactical role-playing game
Players 1-4 Players

Nobunaga's Ambition II is the sequel to Nobunaga's Ambition. The setting is 16th century feudal Japan, a period when ruthless daimyo contended with each other for dominance. Ultimately, the winner in this struggle will become Shogun and hold actual power over the islands, while being nominally subject to the Emperor.

8.0

Nobunaga no Yabou: Shouseiroku

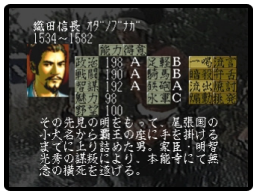
Developer Koei
Publisher Koei
Release date (jp) November 27, 1997
Genre Strategy, Tactical role-playing game
Players 1-8 Players

Nobunaga no Yabou - Shouseiroku is the seventh title in the series, originally released in 1997 for Windows 95. The game introduces a new map, portraying the entire country on a grid.

Koei Teiban Series
January 2003

6.0

Nobunaga no Yabou: Tenshouki



Developer Koei
Publisher Koei
Release date (jp) March 29, 1996
Genre Strategy
Players 1-8 Players

Nobunaga No Yabou Tenshoki is another remake of Nobunaga's Ambition. The PlayStation version features a new FMV intro sequence, a CD music player and several characters profiles.

Koei Teiban Series
November 2002

7.0

Nobunaga no Yabou: Zenkokuban

Developer Koei
Publisher Koei
Release date (jp) January 22, 1998
Genre Strategy
Players 1-8 Players

Nobunaga No Yabou Zengokuban is the second title in the series, originally released in 1986 for PC-88SR. The player may choose from four campaign scenarios including: "Battle for the East" (beginning in 1560), "Daimyo Power Struggles" (1560), "Ambition Untamed" (1571) and "Road Towards Unification" (1582). In each scenario, the player must allocate resources to raise a capable military force.

Koei Teiban Series
August 2000

Nobunaga Shippuuki: Ko

Developer Bullet Proof Software
Publisher Bullet Proof Software
Release date (jp) April 26, 1996
Genre Adventure, Strategy
Players 1 Player

Nobunaga Shippuuki - Ko is a strategy game divided between two different parts of gameplay. Adventure, where the player as Nobunage move around towns talking to characters. The other part is a turn based strategy battle, where the player just give orders to the different units.

Special Edition
February 1998

NOeL: La Neige

7.3

Developer Pioneer
Publisher Pioneer
Release date (jp) February 26, 1998
Genre Visual novel
Players 1 Player

Noël La Niege is the second game in the Noël series for the Playstation. This time, the game starts in the Christmas of 2014.When the player's character got injured skiing, he get help from the three female high school students, Yumi Tachibana, Ryo Midorikawa and Chisato Kadokura. After that, Yumi Tachibana calls him on the video phone *(wow. the future is rad)* and tell him that she wants to know how he are.

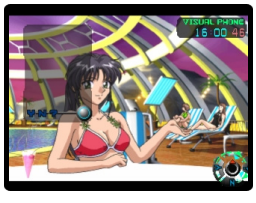
NOeL: La Neige Special

7.4

Developer Pioneer
Publisher Pioneer
Release date (jp) August 6, 1998
Genre Visual novel
Players 1 Player

Noël La Niege Special is the third game in the series and features the same three female characters, Yumi Tachibana, Ryo Midorikawa and Chisato Kadokura, from the last game.

The game features Japanese voice acting and several FMV sequences.



6.8

NOeL: NOT DiGITAL

Developer	Pioneer
Publisher	Pioneer
Release date	(jp) July 26, 1996
Genre	Visual novel
Players	1 Player

Noël Not Digital put the player in the role of a young boy that wants a date for Christmas. The game progress using different coversations with the help of the phone or the computer, and selecting a date for each girl, and depending on the choices, FMV sequences and other events will appear.

Special Edition
July 1996

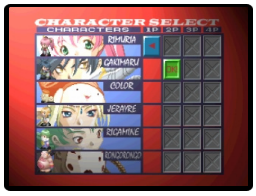
NOeL 3: Mission on the Line

Developer	Flight Plan
Publisher	Pioneer
Release date	(jp) March 11, 1999
Genre	Adventure
Players	1 Player

Noël 3 - Mission on the Line was the last game in the Noël series for the PlayStation. The game changes some from the previous games. The game tells the story of a terrorist group who hacked the network in the city using a powerful video, and occupied the high school, kipnapping all the students there. Three of the hostages are the girls Emi Sanokura, Kaho Shimizu and Yuka Okano.

Major Wave Series
August 2000

Noon



Developer	Micro Cabin
Publisher	Micro Cabin
Release date	(jp) January 29, 1998
Genre	Puzzle
Players	1-4 Players

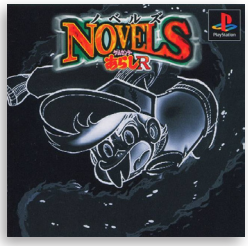
Noon is a multiplayer puzzle game that allows up to four players. It takes the overhead gameplay style of Bomberman and mixes it with standard puzzle style gameplay. The goal is to cover the opponents playfield with bombs. Bombs are made by connecting a row of three or more balls and attacking them, causing them to “explode” and reappear as bombs on the opponent splayfield.

Not Treasure Hunter

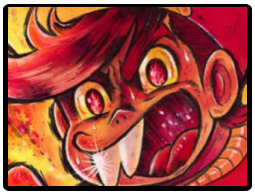
4.5

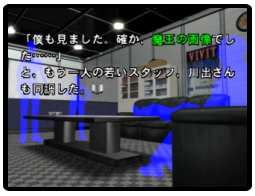
Developer	Acti-Art Corporation
Publisher	Acti-Art Corporation
Release date	(jp) December 20, 1996
Genre	Action-adventure
Players	1 Player

Not Treasure Hunter tells the story of James, a english archaeological expert, who receive a letter that will lead him to a dangerous adventure in mysterious caves, where he will have to face different kind of enemies and solve puzzles to advance in story.



Novels: Game Center Arashi R





Developer	Billiken Soft
Publisher	Visit
Release date	(jp) May 4, 1999
Genre	Sound novel
Players	1 Player

Novels - Game Center Arashi R is a sound novel game that features five different stories, where four of them are playable at the beginning of the game. The game features different endings in each story depending of the player choices during the game, and a point system for the player.

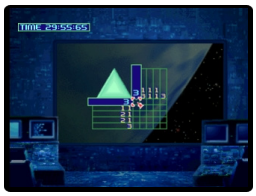
Nukumori no Naka de

Developer	Zero System
Publisher	Princess Soft
Release date	(jp) August 30, 2001
Genre	Visual novel
Players	1 Player

Nukumori no Nakade in the Warmth is an adventure game that put the player in the role of Atsushi Kanda, a student that joins the high school club, where also Mina Shimbashi, the sister, is a member. The club has different activities, like excursions or athletic ones. During the game, the player will meet other members of the club, all of them with Japanese voice acting.

8.0

NuPa: Numeric Paint Puzzle



Developer Jupiter
Publisher Tomy
Release date (jp) March 29, 1996
Genre Puzzle
Players 1-2 Players

Nupa - Numeric Paint Puzzle is a nonogram game that features 300 different stages. The game features two main game modes, the history mode, that tells the story of two robot aliens that arrives on Earth, and a 2 player vs. mode.

Nurse Monogatari

Developer MyCom
Publisher MyCom
Release date (jp) April 15, 1999
Genre Visual novel
Players 1 Player

Nurse Story is a mix of love simulation and visual novel adventure. The protagonist of the story is hospitalized and needs to stay for three months in a hospital. First part of the game centers on players trying to win the heart of the woman of their choice in a typical love simulation style. Second part then turns into a romantic visual novel story.

"mobygames.com"

7.0

Nya Nyan Ga Nyan: Light Fantasy Gaiden

Developer Will
Publisher Tonkin House
Release date (jp) October 21, 1999
Genre Role-playing game
Players 1 Player

The player controls the destiny of a little girl of a cat tribe that starts a journey in the search of a crystal ball. During her journey, she will meet different characters and face danger.

Best Price
June 2001

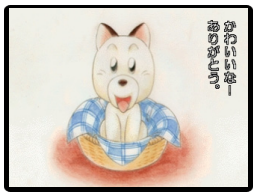
PlayStation the Best
November 1997

Nyan to Wonderful

5.0

Developer	Pandora Box
Publisher	Banpresto
Release date	(jp) August 30, 1996
Genre	Simulation
Players	1 Player

Nyan to Wonderful is a pet simulation game where the player train a cat or a dog. The game features different cat and dogs species and different camera angles. The player can use different toys and musics to train his pet, and give it different kind of meals. The game also feature a photograph mode and a gallery mode.



Noël Not Digital

7.1

0 Kara no Shogi: Shogi Youchien Ayumi Kumi R

Developer Affect
Publisher Affect
Release date (jp) August 10, 2000
Genre Board game
Players 1-2 Players

O Kara no Shogi - Shogi Youchien Ayumi-Gumi R is a shogi game featuring game modes for beginners as well as experienced players.

7.0

Oasis Road

Developer Idea Factory
Publisher Idea Factory
Release date (jp) February 25, 1999
Genre Role-playing game
Players 1 Player

Oasis Road tells the story of a group of kids that lives in a world that is all desert. They will explore the world and ancient ruins of old cities in search of rare items, and make new travel routes. During their journeys they will have to face different dangers and enemies.

The game map will be drawn during the journey, showing objects and items found in each place.

6.5

Ochan no Oekaki Logic

Developer SunSoft
Publisher SunSoft
Release date (jp) September 8, 1995
Genre Puzzle
Players 1 Player

Ochan no Oekaki Logic is a logic puzzle that features several different nonogram, also known as picross, puzzles to solve. The game also have a complete editor for player to create their own logic puzzles.

Value 1500
January 2001

Value 1500
January 2001

Ochan no Oekaki Logic 2

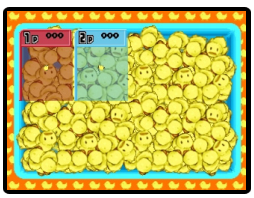
Developer SunSoft
Publisher SunSoft
Release date (jp) September 27, 1996
Genre Puzzle
Players 1-2 Players

Ochan no Oekaki Logic 2 - Color mo Arimasuwa is the second game in this picross series and is also a logic puzzle that features several different picross puzzles to solve. The game also have a complete editor.

Ochan no Oekaki Logic 3

Developer SunSoft
Publisher SunSoft
Release date (jp) February 15, 2001
Genre Puzzle
Players 1 Player

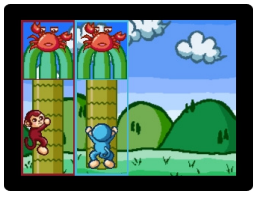
Ochan no Oekaki Logic 3 is the third and last game in this picross series and feature more than 300 different picross puzzles. The game also have a complete tutorial in Japanese that explains how to play logic puzzles.



Ochanoma Battle

Developer Hori
Publisher Hori
Release date (jp) December 14, 2000
Genre Mini-games
Players 1-2 Players

Ochanoma Battle is a collection of mini games that can be played for one or two players at the same time. The game features 16 different characters for the player to choose from, 2 games modes; vs and single mode, and a record mode where the player can check each mini game record.



5.0

Oda Nobunaga Den

Developer	Koei
Publisher	Koei
Release date	(jp) September 23, 1998
Genre	Strategy, Tactical role-playing game
Players	1 Player

Oda Nobunaga Den is a strategy game made by Koei in 1998 based on the life of Oda Nobunaga, a major daimyo during the Sengoku period of Japanese history. In the game, the player can use money to build an army and build new weapons or improve them. Before each battle, players can choose their army and ask the soldiers for advices. When the player is ready, they can go to battle.

Koei Teiban Series
February 2002

7.0

Odo Odo Oddity

Developer	IDC
Publisher	IDC
Release date	(jp) March 14, 1997
Genre	Shooter
Players	1 Player

Odo Odo Oddity tells the story of three friends who read a book that transport them to another world. The friends get separated, and the player character must find his friends again.

The gameplay is a classic 3D shooter where the player shoot magic balls while travelling with the aid of some balloons.

7.0

Oh No!

Developer	Asmik Ace Entertainment
Publisher	Asmik Ace Entertainment
Release date	(jp) November 16, 2000
Genre	Racing
Players	1-2 Players

Oh No! let players manoeuvre three characters down a road, avoiding obstacles, such as the oncoming traffic and fellow pedestrians, whilst topping up the health metre by munching hamburgers.

Oha Star Dance Dance Revolution

6.0

Developer	KCET
Publisher	Konami
Release date	(jp) September 14, 2000
Genre	Music
Players	1-2 Players

Oha Star Dance Dance Revolution is part of the Dance Dance Revolution series for the PlayStation.

The game primarily consists of songs from Oha Suta, but also includes a number of Konami Originals, such as “Cutie Chaser (Morning Mix)”, “Brilliant 2U”, “Keep On Movin’” and “Make a Jam!”. There is no arcade counterpart.

Ojyousama Express

9.0

Developer	Media Works
Publisher	Media Works
Release date	(jp) July 30, 1998
Genre	Visual novel
Players	1 Player

Ojyousama Express is an adventure game in which the player takes the role a young boy that takes a ride on the Ojyuosama Express, a luxury express that travels around different islands of Japan. During the travel, everytime the train arrives at a station, the player can visit the town and talk to the other passangers that are also visiting the town.

Okappari-Oh

Developer	Spiel
Publisher	Naxat Soft
Release date	(jp) August 6, 1998
Genre	Sports
Players	1-2 Players

Okappari-Oh is a bass fishing simulator sponsored by the professional angler, Kawabe Hirokazu.

The game is Dual Shock compatible.

Olympia Takasago: Virtua Pachi-Slot III

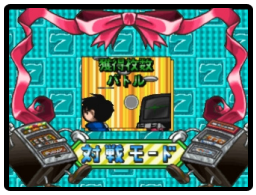
Developer Map Japan
Publisher Map Japan
Release date (jp) May 21, 1998
Genre Casino
Players 1-2 Players

Olympia Takasago - Virtua Pachi-Slot III is a pachi-slot game that features a recreation of three different gambling machines; Fruits machine, Nurse fantasy and Diana, with a zoom function.

The game features a free mode, and a vs computer mode where the player play one of the three machines againts one of the four girls of the game.

The Best Buy
September 2000

Olympia Yamasa: Virtua Pachi-Slot II



Developer Map Japan
Publisher Map Japan
Release date (jp) April 18, 1997
Genre Casino
Players 1-2 Players

Olympia Yamasa: Virtua Pachi-Slot II - Jissen! Bishoujo Kouryaku Hou is another pachi-slot game that features a recreation of gambling machines with the zoom function.

The game features a challenge mode, a free mode, and also a story mode where the player takes the role of a gambler that goes around the pachinko places in town to win money.

The Best Buy
September 2000

Omiai Commando: Bakappuru ni Tukkomi o

Developer Magical
Publisher Enix
Release date (jp) March 30, 2000
Genre Dating sim, Strategy
Players 1 Player

Omiai Commando takes place in the year 2010. A agency hire the player to try to make different people that comes to the agency go on dates and make them fall in love. If the player succeed in getting a couple to marry, the agency will earn money that will allow them to buy new date places, and better items to follow the couples in their dates.

Omise de Tensyu

Developer	TechnoSoft
Publisher	TechnoSoft
Release date	(jp) April 8, 1999
Genre	Role-playing game
Players	1 Player

In this game, the player's character can change his job from over 40 differents jobs. The player can choose his professional experience and open shops in town. There are different events like thiefs, or the shop can even lose if the business is bad.

Omizu no Hanamichi

7.0

Developer	Pony Canyon
Publisher	Pony Canyon
Release date	(jp) August 17, 2000
Genre	Adventure, Simulation
Players	1 Player

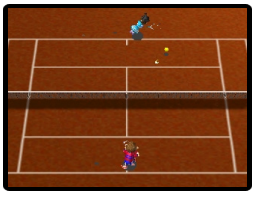
The player takes the role of a young man who is hired by the Paradise Club to take care of the girls that works there at night. He has to check them while they are working and see if he can make their work better. If he does the job right, they will earn more points that at the end of each week he can use to buy new presents that the girls will use in their job.

One Two Smash: Tanoshii Tennis

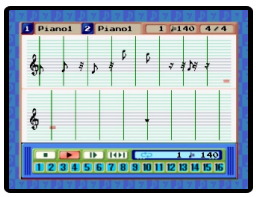
6.0

Developer	Hect
Publisher	Hect
Release date	(jp) February 24, 2000
Genre	Sports
Players	1-2 Players

One Two Smash is a tennis game for up to 2 players. The game feature different kind of courts and a single or double game modes. The game doesn't feature real players or tournaments.



Ongaku Tsukuru: Kanade-Ru 2



Developer	ASCII Entertainment
Publisher	ASCII Entertainment
Release date	(jp) March 12, 1998
Genre	Music
Players	1 Player

Ongaku Tsukuru - Kanade-Ru 2 is a game where the player can create music, add the notes and choose the different music instruments. After, players can listen to it and save it to a memory card.

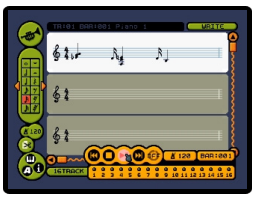
The first game was released for the Super FamiCom.

Reprint
May 2000

Ongaku Tsukuru 3

Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) March 8, 2001
Genre	Music
Players	1 Player

Ongaku Tsukuru 3 is another game where the player can create music. Add the notes and choose the different music instruments. After, the player can listen to it and save it to a memory card.



Oni Zero: Fukkatsu

Developer	Pandora Box
Publisher	Pandora Box
Release date	(jp) March 22, 2001
Genre	Role-playing game
Players	1 Player

Oni Zero: Fukkatsu is traditional Japaneses turn-based RPG, and the last title in the series produced by series creators Pandora Box. The game follows the same formula laid out by Dragon Quest and Final Fantasy. Characters carry different elemental alignments, which affects their combat capabilities. As their abilities grow, the characters can learn special transformation attacks, and find many different spirits to aid their quest.

Ooedo Huusui Ingaritsu Hanabi 2

Developer Magical Company
Publisher Magical Company
Release date (jp) June 22, 2000
Genre Board game
Players 1-4 Players

Ooedo Huusui Ingaritsu Hanabi 2 is a board game that takes place in the Edo period. The game allows up to 4 players at the same time.

Magical 1500
February 2002

Option Tuning Car Battle

8.3

Developer MTO
Publisher MTO
Release date (jp) January 15, 1998
Genre Racing
Players 1 Player

Option Tuning Car battle is the first game in the series for the PlayStation. The game is about competing in urban races in streets full of traffic. The more races the player win, the more parts of the car and upgrades are avaliable, and more circuits and cars are opened. The game features different car models to drive, different circuits and different car parts to upgrade the cars.

PlayStation the Best
October 1998

Option Tuning Car Battle 2

7.7

Developer MTO
Publisher Jaleco
Release date (jp) February 18, 1999
Genre Racing
Players 1-2 Players

Option Tuning Car Battle 2 is about competing in urban racers in streets full of traffic. The more races the player wins, the more parts of the car and upgrades are avaliable and more circuits and car are opened. The game features different car models to drive, different circuits and different car parts to upgrade the cars.

Reprint
February 2000

7.3

Option Tuning Car Battle Spec-R

Developer MTO
Publisher MTO
Release date (jp) May 11, 2000
Genre Racing
Players 1-2 Players

Option Tuning Car Battle Spec R is the third game in the Option Tuning Car Battle series. The game features different car models to drive, different circuits and different car parts to upgrade the cars.

The game comes with the two games modes, Arcade and Challenge.

SuperLite 1500 Series
November 2002

Oracle no Houseki: Jewels of the Oracle

Developer ELOI Productions
Publisher SunSoft
Release date (jp) December 6, 1996
Genre Adventure
Players 1 Player

Jewels of the Oracle is a stationary puzzle game with no real story line or plot. A total of 24 ingenious puzzles must be solved, each independent of the others. Most of them can be played in two difficulty levels (Easy or Hard), and the Oracle provides clues to help along the way.

"mobygames.com"

7.0

Ore no Ryouri

Developer Argent
Publisher SCEI
Release date (jp) September 9, 1999
Genre Simulation, Mini-games
Players 1-2 Players

Players must successfully manage different types of restaurants, utilizing the DualShock's analog sticks to perform various tasks.

The game inspired a fan-made remake for English-speaking audiences released in 2004 called Ore No Ryomi and a sequel Ore No Ryomi 2, both of which were released for free. These ultimately spawned a commercial sequel: Or No Ryomi 3; which was re-titled and sold as Cook, Serve, Delicious!, independently released for PC and Mac through Steam in 2012.

PlayStation the Best
August 2000

PlayStation the Best
July 2000

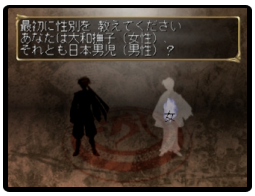
Ore no Shikabane o Koete Yuke

7.6

Developer Alfa System
Publisher SCEI
Release date (jp) June 17, 1999
Genre Role-playing game, Simulation
Players 1 Player

Ore no Shikabane wo Koete Yuke is a Life Sim and turn-based RPG designed by Shoji Masuda, where the player must break a curse placed on his bloodline.

The game received an enhanced remake for the PSP in 2011.



Osaka Naniwa Matenrow

Developer KID
Publisher KID
Release date (jp) April 8, 1999
Genre Strategy
Players 1 Player

Osaka Naniwa Matenrow is a strategy game where the player will build a city on a landfill. Five scenarios are available for the player to choose.

The Best Takara
September 2003

Oshigoto-shiki Jinsei Game: Mezase Shokugyou King

Developer Takara
Publisher Takara
Release date (jp) December 14, 2000
Genre Board game
Players 1-4 Players

Oshigoto-shiki Jinsei Game: Mezase Shokugyou King is a board game similar to The game of life series. The game allows players to choose one of different jobs that they will have during the game.

8.0

Otenami Haiken

Developer Success
Publisher Success
Release date (jp) June 21, 2001
Genre Board game, Cards
Players 1-2 Players

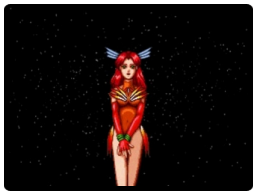
Otenami Haiken contains several different board and card games, including shogi, Go, Reversi, and Go-Moku.

Otenki Kororin

Developer Takumi
Publisher Takumi
Release date (jp) May 2, 2002
Genre Puzzle
Players 1-2 Players

Otenki Kororin is a puzzle game. The symbols can be slid along sideways to make a combo.

Othello World II: Yume to Michi e no Chousen



Developer Pre-Stage
Publisher Tsukuda Original
Release date (jp) December 8, 1995
Genre Board game
Players 1-2 Players

Othello World II - Yume to Michi e no Chousen is a Othello game that features two game mode: Story mode, where players advance in the game's plot defeating different computer opponent. And Vs. Mode, where one play againts another player or a computer opponent.

Reprint
March 1999

Otona no Asobi

Developer Nichibutsu
Publisher Nichibutsu
Release date (jp) December 2, 1999
Genre Board game, Cards
Players 1 Player

Otona no Asobi is a gambling game that features playing cards, hanafuda and mahjong games in the same game. Some of the mahjong games needs to be unlocked by winning money.

Ouji-sama LV1

Developer KID
Publisher KID
Release date (jp) March 20, 2002
Genre Role-playing game
Players 1 Player

Ouji-Sama LV1 tells the story of Canaan, the second prince of the kingdom Luukius, a small country town. One day, a guild of adventurers break the seal of maze that remained closed for a long time. Canaan and his servant Celest decides to join the adventure.

Ouji-sama LV1.5

Developer Alice Blue
Publisher KID
Release date (jp) February 20, 2003
Genre Role-playing game, Puzzle
Players 1 Player

Oujisama Level 1.5 - Ouji-Sama no Tamago is the second game in the series and takes place one month after the first game. The game also have two other game modes. In one of them, the player can raise the prince as a puppet, choosing what he will do each week. The other, the story advance through different jigsaw puzzle stages.

Oukyuu no Hihou: Tenshon

Developer VAP
Publisher VAP
Release date (jp) September 26, 1996
Genre Action role-playing game
Players 1 Player

The player control a creature that travels from his village in search of stolen rainbow diamonds. The game is a Roguelike RPG where the dungeons change everytime the player start. To advance, the player will have to speak with different kind of characters and advance through seven different big dungeons, each of them with different levels to pass through.

VAP Best Thanks 1800
February 2000

5.0

Ouma ga Toki

Developer Break
Publisher Victor Interactive
Release date (jp) August 9, 2001
Genre Visual novel
Players 1 Player

Oumagatoki is an horror first person adventure game that takes place during the summer of 2001. Tatsuhiro Oka Yuutarou, a young man, is chasing a woman, who was running in Tokyo in the evening. When he catch her, a sudden flash of light appears, and they are transported into the Edo Period. He lost his memory, and the player start by going around the village. During the game, he will recover his lost memories and the player will have to solve the mystery.

PSOne Books
December 2003

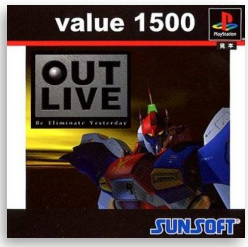
Ouma ga Toki 2

Developer Break
Publisher Victor Interactive
Release date (jp) September 13, 2001
Genre Visual novel
Players 1 Player

Oumagatoki 2 continues the story and takes place a few months after the events of the first game. If the player finished the first game with different endings, he can choose the beginning of the one he wants to continue. If there is no save, he can begin from a new game.

PSOne Books
December 2003

Out Live: Be Eliminate Yesterday



Value 1500
September 2001

Developer SunSoft
Publisher SunSoft
Release date (jp) July 24, 1997
Genre First-person shooter
Players 1 Player

Out Live - Be Eliminate Yesterday takes place in a far future after a war of 100 years that finally finished and some ancient ruins has been discovered. The game begins with the player character being arrested by members of the imperial army and receive the mission of helping Alice, the daughter of the general of the Imperial Army, since she is a member of the archeologic team that is studying the ruins.

Over Drivin' Skyline Memorial

9.5

Developer Electronic Arts Victor
Publisher Electronic Arts Victor
Release date (jp) October 2, 1997
Genre Racing
Players 1-2 Players

Over Drivin' Skyline Memorial is a japanese version of the first Need for Speed. This version features only Nissan Skylines from the original, and was released exclusively in Japan in 1997 for the PlayStation.

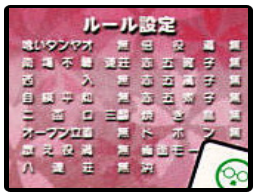
Oyaji no Jikan: Nechan, Hanafuda de Shoubu Ya

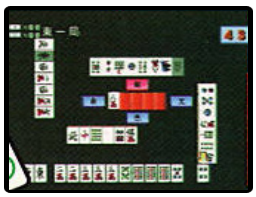
Reprint
August 2001

Developer Visit
Publisher Visit
Release date (jp) February 17, 2000
Genre Cards
Players 1 Player

Oyaji no Jikan - Nechan Hanafuda de Shoubu Ya! is a hanafnda game that features different difficulty levels and ten different female computer opponents.

Oyaji no Jikan: Nechan, Mahjong de Shoubu Ya



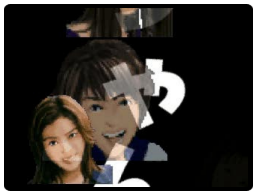


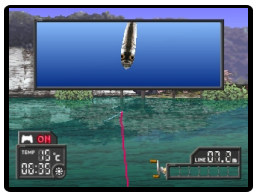
Reprint
August 2001

Developer	Visit
Publisher	Visit
Release date	(jp) February 17, 2000
Genre	Board game
Players	1 Player

Oyaji no Jikan - Nechan Mahjong de Shoubu Ya is a simple mahjong game with the usual features.

Oyaji no Jikan: Nechan, Tsuri Iku De!





Reprint
August 2001

Developer	Visit
Publisher	Visit
Release date	(jp) February 17, 2000
Genre	Sports
Players	1 Player

Oyaji No Jikan - Nechan Tsuri Iku De! is a fishing game with nine female characters, different game modes, a lot of fishing spots, like bridges, lakes, cities, rivers, etc., and fishes to catch.

Ongaku Tsukuru: Kanade-Ru 2

Pacapaca Passion

6.0

Developer Produce!
Publisher Produce!
Release date (jp) June 24, 1999
Genre Music
Players 1-2 Players

Paca Paca Passion is the first title in the rhythm game series from Produce, and is a conversion of the 1998 coin-op title of the same name. Players choose from one of four members of a band: keyboard and brass-playing bunny girl Purika, guitar-shredder-with-blue-hair Coke, sun-loving pianist Miruka, or afroed drum machine Geroppa, and battle against one of their bandmates to see who can jam better.

Pacapaca Passion 2

7.0

Developer Produce!
Publisher Produce!
Release date (jp) April 27, 2000
Genre Music
Players 1-2 Players

Paca Paca Passion 2 is the second game in the series of music games. The game feature improved graphics, different melodies and game modes, and also a vs. mode against a computer or another player.

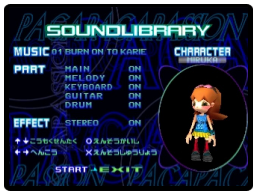
Pacapaca Passion Special

7.5

Developer Produce!
Publisher Cyberfront
Release date (jp) September 7, 2000
Genre Music
Players 1-2 Players

Paca Paca Passion Special is the third and last game in the series. The game feature improved graphics and new songs.

In this game the player controls one of four members of a band, and have to try to follow and play each melody that are featured in each game stage.



Pachi Pachi Saga

Developer	TEN Institute
Publisher	TEN Institute
Release date	(jp) April 26, 1996
Genre	Role-playing game, Casino
Players	1 Player

Pachi Pachi Saga is a mix between a classic RPG and a gambling game. Isntead of earning money in battles, the player must earn money by playing on pachinko machine. If players wins, their money increases.

Pachinko & Pachi-Slot Parlor! Pro Extra

Developer	Telenet
Publisher	Telenet
Release date	(jp) September 28, 2000
Genre	Casino
Players	1 Player

Pachinko & Pachi-Slot Parlor! Pro Extra is a pachi-slot game that features a recreation of the two gambling machines; Inakappe Taishou Special Pachinko amd Lupin Pachi-Slot, with a zoom function.

7.2

Pachinko Dream

Developer	Konami
Publisher	Konami
Release date	(jp) October 18, 1996
Genre	Casino
Players	unknown

Pachinko Dream is a pachinko game featuring six different machines to play and a zoom function.

Pachinko Hall Shinso Dai Kaiten

8.4

Developer Nexton
Publisher Nexton
Release date (jp) February 26, 1998
Genre Casino, Strategy
Players 1 Player

Pachinko Hall Shinso Dai Kaiten set the player in the role as a pachinko parlor manager. The player has to build a successful chain store of parlors over a period of 20 years.

Pachi-Slot Teiou: CR Soreite Hama-Chan 2

5.2

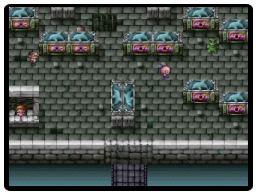
Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) August 30, 2001
Genre Casino
Players 1 Player

Pachinko Teiou - CR Soreite Hama Chan 2 is another game in the huge catalog of pachinko titles on the PlayStation.

Pachiokun: Pachinko Land Adventure

Developer Marionette
Publisher Coconuts Japan
Release date (jp) April 14, 1995
Genre Casino
Players 1 Player

Pachiokun - Pachinko Land Adventure is a pachiko game where the player takes the role of a creature that travels to a fantasy kingdom. The kingdom has a lot of different pachinko gambling machines, so he will try to win a lot of different prizes. The game also features mini games, like a jigsaw puzzle.



Pachi-Slot Aruze Oukoku

Developer Aruze Corp.
Publisher Aruze Corp.
Release date (jp) June 3, 1999
Genre Casino
Players 1 Player

Pachi-Slot Aruze Ōkoku is the first in a series of slot machine simulators from Japan. This game features three machines manufactured by the Aruze Corporation, Jirokichi, EDOnoNezumi, and AREX.

Pachi-Slot Aruze Oukoku 2

Developer Aruze Corp.
Publisher Aruze Corp.
Release date (jp) November 25, 1999
Genre Casino
Players 1 Player

Pachi-Slot Aruze Oukoku 2 is a pachi-slot game that features five different gambling machines; Hanami, Ward of Lights, Azteca, Biomessiah and B-Max, and different levels of zoom.

PSOne Books
September 2002

Pachi-Slot Aruze Oukoku 3

Developer Aruze Corp.
Publisher Aruze Corp.
Release date (jp) July 19, 2000
Genre Casino
Players 1 Player

The third in the Pachi-Slot Aruze Oukoku series feature, again, real life pachinko machines recreated for the PlayStation. The developers of the game got help from the actual manufacturer of the pachinko machines in help on making this a more authentic recreation.

Deluxe Pack
December 2000

Pachi-Slot Aruze Oukoku 4

Developer Aruze Corp.
Publisher Aruze Corp.
Release date (jp) December 14, 2000
Genre Casino
Players 1 Player

Pachi-Slot Aruze Oukoku 4 is a pachi-slot game that features four different gambling machines; Marine Battle 711, Tarot Master, Delsol or Decahel, etc. and different levels of zoom.

Pachi-Slot Aruze Oukoku 5

Developer Aruze Corp.
Publisher Aruze Corp.
Release date (jp) November 15, 2001
Genre Casino
Players 1 Player

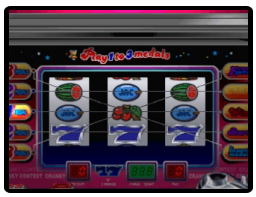
Pachi-Slot Aruze Oukoku 5 is a pachi-slot game that features the five gambling machines; XXXX, Night Justice, Combo, Interconti and Surftrip, and a zoom function.

Pachi-Slot Kanzen Kaiseki: Wet2 Poker

Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) March 12, 1998
Genre Casino
Players 1 Player

Pachi-Slot Kanzen Kaiseki - Wai 2 Pulsar & 77 is a pachi-slot simulation game that features a recreation of the two gambling machines; Wai 2 Pulsar y 7 7, with different levels of zoom.

Pachi Slot Kanzen Kouryaku: Cranky Pro



Developer	Syscom Entertainment
Publisher	Syscom Entertainment
Release date	(jp) October 2, 1997
Genre	Casino
Players	1 Player

Pachi Slot Kanzen Kouryaku - Cranky Pro is a pachi-slot game that features the two gambling machines Contest Cranky and Cranky Condor, based on the arcade slot machine of the same name released by Universal in 1995. The game feature a zoom function.

Pachi-Slot Kanzen Kouryaku: Takasago Super Project

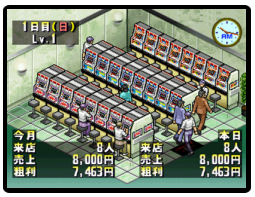
Developer	Syscom
Publisher	Syscom
Release date	(jp) May 24, 2001
Genre	Casino
Players	1 Player

Pachi-Slot Kanzen Kouryaku - Takasago Super Project is another pachinko game with the usual functions and features.

Pachi-Slot Kanzen Kouryaku: Takasago Super Project 2

Developer	Syscom
Publisher	Syscom
Release date	(jp) December 6, 2001
Genre	Casino
Players	1 Player

Pachi-Slot Kanzen Kouryaku - Takasago Super Project 2 is a pachi-slot simulation game that features a recreation of the three gambling machines; Walk Heaven, Your Heaven 30 and Carnival Night, with different levels of zoom.



Pachi-Slot Kanzen Kouryaku: Universal Koushiki Gaido Volume 4

Developer Syscom
Publisher Syscom
Release date (jp) June 24, 1999
Genre Casino
Players 1 Player

Pachi-Slot Kanzen Kouryaku - Universal Koushiki Gaido Vol.4 feature five different pachinko machines; B-MAX, Rainbow Quest, Urufuemu X, Tentacles, and Sukaruhezzu 2.

Pachi-Slot Kanzen Kouryaku 1: Universal Koushiki Gaido Volume 1

Developer Syscom
Publisher Syscom
Release date (jp) March 14, 1997
Genre Casino
Players 1 Player

Pachi Slot Kanzen Kouryaku 1 - Universal Koushiki Gaido Vol.1 is a pachi-slot game that features four different gambling machines; Dunk Shot, CC Angel, Mog Mog and Cranky Condor. All machines are based on the arcade slot machines of the same names released by Universal in 1995.

Pachi-Slot Kanzen Kouryaku 2: Universal Koushiki Gaido Volume 2

7.4

Developer Syscom
Publisher Syscom
Release date (jp) July 31, 1997
Genre Casino
Players 1 Player

Pachi-Slot Kanzen Kouryaku 2 - Universal Koushiki Gaido Vol.2 feature the five pachinko machines; frozen Knights, Takosuro, Baby Angel 2, getter mouse, and Cranky Condor.

7.0

Pachi-Slot Kanzen Kouryaku 3: Universal Koushiki Gaido Volume 3

Developer	Syscom
Publisher	Syscom
Release date	(jp) August 6, 1998
Genre	Casino
Players	1 Player

Pachi Slot Kanzen Kouryaku 3 - Universal Koushiki Gaido Vol.3 is a pachi-slot game that features four different gambling machines; Thunder, Lets, Light a Lamp and Mr Do!, all based on the arcade slot machines of the same names released by Aruze. The game also feature a zoom functions.

PlayStation the Best
December 1999

Pachi-Slot Master

Developer	Sammy Entertainment
Publisher	Sammy Entertainment
Release date	(jp) March 18, 1999
Genre	Casino
Players	1 Player

Pachi-Slot Master - Sammy SP is a pachi-slot game that features two different gambling machines and a zoom function.

Pachi-Slot Teiou: Battle Night / Atlantis Dome

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) December 28, 2000
Genre	Casino
Players	1 Player

Pachi-Slot Teiou - Battle Knight & Atlantis Doom is a pachi-slot game that features a recreation of two gambling machines of the same name with different levels of zoom.

Best of the Best
October 2002

Pachi-Slot Teiou: Bunny Girl SP

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) August 9, 2001
Genre Casino
Players 1 Player

Pachi-Slot Teiou - Bunny Girl SP is a pachi-slot game that features a recreation of three gambling machine based on the Bunny Girls and different levels of zoom.

Best of the Best
February 2000

Pachi-Slot Teiou

Developer Bull's Eye
Publisher Media Entertainment
Release date (jp) January 28, 1999
Genre Casino
Players 1 Player

Pachi-Slot Teiou - Big Wave - Pika Gorou - BB Junkie 7 is a pachi-slot game that features a recreation of three gambling machines of the same name with different levels of zoom.

Pachi-Slot Teiou: D-Train Pegasus

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) August 29, 2002
Genre Casino
Players 1 Player

Pachi-Slot Teiou - Dateline Pegasus is a pachi-slot game that features a recreation of two gambling machines of the same name and different levels of zoom.

Pachi-Slot Teiou: Golgo 13 - Las Vegas

Developer	Olympia, Heiwa
Publisher	Media Entertaiment
Release date	(jp) May 30, 2002
Genre	Casino
Players	1 Player

Pachi-Slot Teiou - Golgo 13 & Las Vegas is a pachi-slot game that features two different gambling machines and different levels of zoom. The main character of one of the machines is Golgo from Golgo 13, the other machine has a Las Vegas theme.

Pachi-Slot Teiou 2

Best of the Best
July 2000

Developer	Mecko
Publisher	Mecko
Release date	(jp) August 26, 1999
Genre	Casino
Players	1 Player

Pachi-Slot Teiou 2 - Kagetsu - 2 Pair - Beaver X is a pachi-slot game that features a recreation of the three gambling machines of the same name with different levels of zoom.

Pachi-Slot Teiou 3

Best of the Best
August 2000

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) December 2, 1999
Genre	Casino
Players	1 Player

Pachi-Slot Teiou 3 - Sea Master - Epsilon R - Wai Wai Pulsar is a pachi-slot game that features three different gambling machines and different levels of zoom.

Best of the Best
August 2000

Pachi-Slot Teiou 4

X.X

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) January 27, 2000
Genre Casino
Players 1 Player

Pachi-Slot Teiou 4 is another pachi simulator that has PocketStation compatibility.

Best of the Best
February 2001

Pachi-Slot Teiou 5

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) March 16, 2000
Genre Casino
Players 1 Player

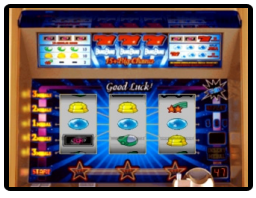
Pachi-Slot Teiou 5 continues the Teiou series on Pachinko games. Including the usual features, the game is also PocketStation compatible.

Best of the Best
February 2001

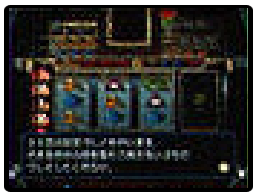
Pachi-Slot Teiou 6

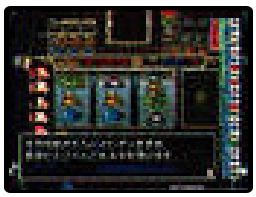
Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) June 22, 2000
Genre Casino
Players 1 Player

Pachi-Slot Teiou 6 - Kung Fu Lady - BangBang - Prelude 2 is a pachi-slot game that features a recreation of the three gambling machines of the same name with different levels of zoom.



Pachi-Slot Teiou 7





Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) October 12, 2000
Genre Casino
Players 1 Player

Pachi-Slot Teiou 7 is a pachinko game that comes with a new feature, “Lecture Mode”. This game is also PocketStation compatible.

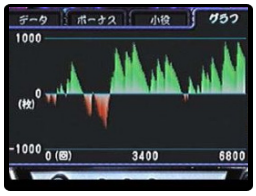
Pachi-Slot Teiou Maker Suishou Manual 1: Beat the Dragon 2

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) November 30, 2000
Genre Casino
Players 1 Player

Pachi-Slot Teiou Maker Suishou Manual 1 - Beat The Dragon 2 is another pachinko game with several different features and PocketStation compatible.

Best of the Best
October 2002

Pachi-Slot Teiou Maker Suishou Manual 2: Ice Story



Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) March 1, 2001
Genre Casino
Players 1 Player

Pachi-Slot Teiou Maker Suishou Manual 2 - Ice Story is a pachinko game that feature slot machines from the manufacturer Olympia.

Best of the Best
October 2002

Best of the Best
October 2002

Pachi-Slot Teiou Maker Suishou Manual 3: I'm Angel

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) April 26, 2001
Genre Casino
Players 1 Player

Pachi-Slot Teiou - Maker Suishou Manual 3 - I'm Angel White 2 & Blue 2 is a pachi-slot game that features recreation of two gambling machines with a zoom function.

Pachi-Slot Teiou Maker Suishou Manual 4: Ekizosuto

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) May 31, 2001
Genre Casino
Players 1 Player

Pachi-Slot Teiou - Maker Suishou Manual 4 - Exhaust - Ooedo Sakura Fubuki 2 is a pachi-slot game that features a recreation of two gambling machines with different levels of zoom.

Pachi-Slot Teiou Maker Suishou Manual 5

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) May 31, 2001
Genre Casino
Players 1 Player

Pachi-Slot Teiou - Maker Suishou Manual 5 - Exhaust - Ooedo Sakura Fubuki 2 is a pachi-slot game that features a recreation of two gambling machines with a zoom function.

Pachi-Slot Teiou Maker Suishou Manual 6

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) November 15, 2001
Genre	Casino
Players	1 Player

Pachi-Slot Teiou - Maker Suishou Manual 6 - Takarabune is a pachi-slot game that features a recreation of the gambling machine of the same name with different levels of zoom. *Sorry for sounding like a broken record...*

Pachi-Slot Teiou Maker Suishou Manual 7: Trick Monster 2

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) February 14, 2002
Genre	Casino
Players	1 Player

Pachi-Slot Teiou - Maker Suishou Manual 7 - Trick Monster 2 is a pachi-slot game that features a recreation of the gambling machine of the same name with a zoom function.

Pachi-Slot Teiou: Naniwaou Fubuki

Developer	Media Entertainment
Publisher	Media Entertainment
Release date	(jp) April 18, 2002
Genre	Casino
Players	1 Player

Pachi-Slot Teiou - Naniwa Sakura Fubuki is a pachi-slot game that features a perfect recreation of the gambling machine of the same name and different levels of zoom.

Pachi-Slot Teiou: Shimabai 30

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) June 20, 2002
Genre Casino
Players 1 Player

Pachi-Slot Teiou - Twist - Shimauta 30 - Nankoku Monogatari is a pachi-slot game that features a recreation of the three gambling machines of the same name with different levels of zoom.

Pachi-Slot Teiou: Yamasa Remix

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) August 31, 2000
Genre Casino
Players 1 Player

Pachi-Slot Teiou - Yamasa Remix is a pachi game featuring the pachinko game Kagetsu, Seamaster X, Magical pops and Astro liner 7. The game is also PocketStation compatible.

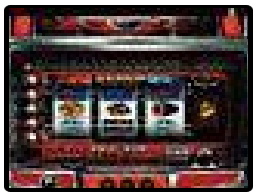
Best of the Best
May 2000

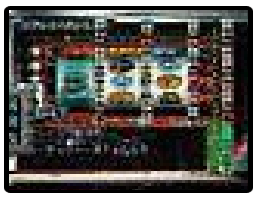
Pachi-Slot Teiou Mini: Dr. A7

Developer Bull's Eye
Publisher Media Entertainment
Release date (jp) June 24, 1999
Genre Casino
Players 1 Player

Pachi-Slot Teiou Mini - Dr. A7 is a pachi-slot game that features a recreation of the gambling machine of the same name and different levels of zoom.

5.3





Pachi-Slot Teiou W

Developer Media Entertainment
Publisher Media Entertainment
Release date (jp) August 10, 2000
Genre Casino
Players 1 Player

Pachi-Slot Teiou W is another pachinko game with the usual features and gameplay.

Best of the Best
May 2001

Pachitte Chonmage

Developer Hack Berry
Publisher Hack Berry
Release date (jp) November 25, 1999
Genre Casino
Players 1 Player

Pachitte Chonmage is the first in another pachinko series for the PlayStation. The game feature two pachinko models with the usual features.

Pachitte Chonmage 2

Developer Hack Berry
Publisher Hack Berry
Release date (jp) June 1, 2000
Genre Casino
Players 1 Player

Pachitte Chonmage 2 feature two more pachinko machines with character design by Hideyuki Tanaka.

Pachitte Chonmage 3

Developer	Hack Berry
Publisher	Hack Berry
Release date	(jp) April 18, 2002
Genre	Casino
Players	1 Player

Pachitte Chonmage 3 is another pachinko game, featuring the pachinko machine ball-chan Fight.

Playstation the Best
June 1998

PAL: Shinken Densetsu

6.5

Developer	Fill in Cafe
Publisher	Tohoku Shinsha
Release date	(jp) April 25, 1997
Genre	Role-playing game
Players	1 Player

PAL is in most ways a traditional Japanese-style role-playing game. The player orders each character in battle, choosing attacks, items, and techniques. Equipment upgrades are represented as scrolls, and techniques can be upgraded as they are used. Kaoru's boyfriend, Yukito is also an excellent cook and can learn a wide variety of recipes to create recovery and assist items for use in and out of battle.

"mobygames.com"

MajorWave 1500
April 2002

Palm Town

Developer	MyCom
Publisher	MyCom
Release date	(jp) July 8, 1999
Genre	Board game
Players	1-4 Players

Palm Town is a classic board game in which the player have to improve the life quality of the character, earning money and buying the best items. The rules are very simple: The game is been played through a year and each month is a different board table, in each month, the player have to use the dice, different shops, and use the money that he has to buy different items.

Pandora Project: The Logic Master

Developer Team Bughouse
Publisher Team Bughouse
Release date (jp) May 3, 1996
Genre Strategy
Players 1-2 Players

Pandora Project - The Logic Master is set in a distant future where the player is a robot designer who use his creations to battle evil robots.

The player design robots using the game editor. After designing, the player can train his robot or take it to battle other robots.

9.3

Panekit

Developer SCEI
Publisher SCEI
Release date (jp) August 5, 1999
Genre Constructing, Mini-games
Players 1-2 Players

The object of Panekit is to complete every single mini-game using vehicles build from the players own imagination. Players basically drive around in their own custom made vehicle in colorful landscape, playing the mini-games unlocking more terrains and mini-games to play and travel to.

"kimsufi.com"

Panel Quiz Attack 25

Developer Fujitsu
Publisher Fujitsu
Release date (jp) December 18, 1997
Genre Trivia
Players 1-4 Players

Panel Quiz Attack 25 is based on a game show airing on the Asahi Broadcasting Corporation network in Japan. The PlayStation version follows the same rules as in the TV program and features digitalized graphics and some different game modes for up to 4 human players.

Superlite 3 in 1
Board Game Syuu
September 2002

Pangaea

Developer	Success
Publisher	Success
Release date	(jp) August 26, 1999
Genre	Role-playing game, Board game
Players	1-4 Players

Pangaea is a multiplayer randomly-generated dungeon RPG designed to play like a board game. Nearly all actions in the game are decided by dice rolls, including the monsters fought, the effect of attacks and item use, contents of treasures, and even the layout of the dungeon itself -- entering an unmapped square will start a roll that decides the type of space that goes there.

"mobygames.com"

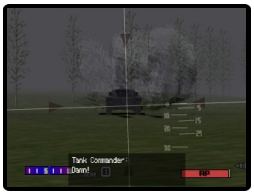
Panzer Bandit

8.4

Developer	Fill-in-Cafe
Publisher	Banpresto
Release date	(jp) August 7, 1997
Genre	Beat 'em up
Players	1-4 Players

Panzer Bandit is a side-scrolling beat 'em up that uses the same engine used in Mad Stalker: Full Metal Force also for the PlayStation. There are a total of 12 characters including the 4 story characters and the 8 unlockable bosses.

An unusual aspect of the game is that if the player stands still during an attack, it is considered a guard. Other features include a combo counter and a guided elemental attack which launches an enemy.

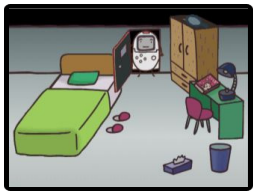


Panzer Front bis.

Developer	Enterbrain
Publisher	Enterbrain
Release date	(jp) February 8, 2001
Genre	Simulation, Shooter
Players	1 Player

Panzer Front bis is an updated version of the original game, Panzer Front. Bis, French for 'improved'. The game features all of the game's tanks and missions, with additional tanks, ten scenarios, and a mission editor. It was due to be released in Europe in the middle of 2002, but JVC, the UK publisher, shut down its video game branch before Bis could be converted and released.

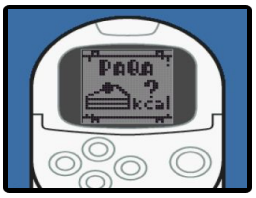
"kimsufi.com"



PAQA

Developer 3 Spirits
Publisher SCEI
Release date (jp) September 22, 1999
Genre Simulation
Players 1 Player

Paqa tells the story of the little alien Paqa, that crash into a Japanese city and finds a PocketStation. The gameplay is mostly a simulation game where the player talk to the alien using the Pocketstation. The game makes full use of the PocketStation device, something that makes it unplayable on any emulator.

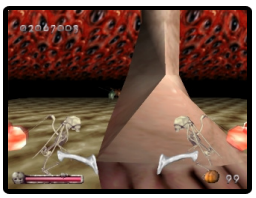


7.0

ParanoiaScape

Developer Jorudan
Publisher Mathilda
Release date (jp) May 28, 1998
Genre Pinball
Players 1 Player

Paranoia Scape is a first person action pinball game that features the designs and sounds of Screaming Mad George. The gameplay is about going around each creepy stage of the game using the ball to destroy enemies.



Parlor Station

Developer Art Co.
Publisher GMF
Release date (jp) August 27, 1998
Genre Strategy
Players 1 Player

Parlor Station allows the player to be the manager of a Parlor casino. As in most games of this style, the game allows the player to create new centers, buy items, compete against other rivals in the same town, make advertisement campaigns, and in overall control all the things around the gambling centers to create a Parlor empire.

"kimsufi.com"

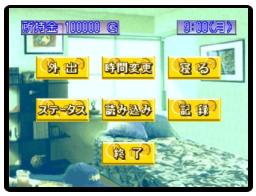
Reprint
May 2000

PlayStation The Best
December 1999

Parlor! Pro

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) April 25, 1997
Genre Casino
Players 1 Player

Parlor! Pro is the first game of the series of the same name released for the PlayStation. The game is a gambling game that features two main gambling machines. One of the machines is based on Irem's Hammerin Harry character. The game also features a story mode where the player is a pachinko gambler and goes around different pachinko places to win a lot of money.

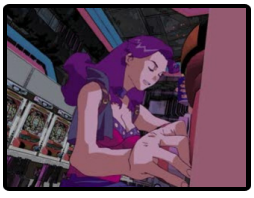


PlayStation The Best
December 1999

Parlor! Pro 2

Developer Nihon Telenet, Earthly Production
Publisher Nihon Telenet
Release date (jp) October 30, 1997
Genre Casino
Players 1 Player

Parlor! Pro 2 is the second in a series of pachinko simulator games from Japan. This game features two pachinko machines, 'Hana Mizuki' and 'New Road Star', three gaming modes 'Simulator', 'Story', and a third that shows scenes from each game.

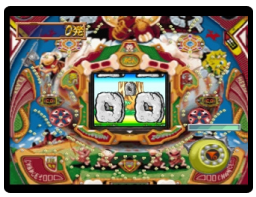


Parlor! Pro 3

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) June 25, 1998
Genre Casino
Players 1 Player

Parlor! Pro 3 is the third game in the series and is a gambling game that features two different gambling machines: The Legend of UFO & Million Slots.

Parlor! Pro 4

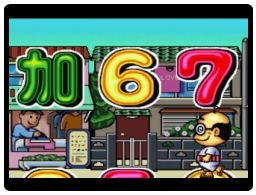


Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) November 12, 1998
Genre Casino
Players 1 Player

Parlor! Pro 4 is the fourth game of the series of the same name released for the PlayStation and is a gambling game that features two different gambling machines. The game also feature the usual story mode where the player take the role of a gambler.

PlayStation The Best
December 1999

Parlor! Pro 5



Developer Nihon Telenet, Earthly Production
Publisher Nihon Telenet
Release date (jp) January 28, 1999
Genre Casino
Players 1 Player

Parlor! Pro 5 is the fifth game of the series and features three different gambling machines, along with the story mode, called “My Little Darling”.

Parlor! Pro 6

Developer Nihon Telenet, Earthly Production
Publisher Nihon Telenet
Release date (jp) February 11, 1999
Genre Casino, Shooter
Players 1 Player

Parlor! Pro 6 is the sixth game of the series and features two different gambling machines; Bouken Ima and Jawara Kids. The game also features a story mode with a vertical shooter. On each planet the player can go around and play in the pachinko machines to win new prizes.

Parlor! Pro 7

Developer Nihon Telenet, Earthly Production
Publisher Nihon Telenet
Release date (jp) March 25, 1999
Genre Casino
Players 1 Player

Parlor! Pro 7 is the seventh game of the series and features three different gambling machines. In the Reach Gallery Mode, the player can see the machines animations. In this story mode, called “Hall Mode”, the player is once again a pachinko gambler that goes around the different pachinko places and try to win prizes.

Parlor! Pro 8

6.0

Developer Nihon Telenet
Publisher Namco
Release date (jp) December 9, 1999
Genre Casino
Players 1 Player

Parlor! Pro 8 is another pachinko game in the series and the last numbered. The game comes with the usual features and game-play.

Parlor! Pro Collection

Developer Nihon Telenet
Publisher Namco
Release date (jp) September 21, 2000
Genre Casino
Players 1 Player

Parlor! Pro Collection is a pachinko game with the usual features and the reach gallery.

Parlor! Pro Jr. Collection

Developer	Nihon Telenet
Publisher	Nihon Telenet
Release date	(jp) July 13, 2000
Genre	Casino
Players	1 Player

Parlor! Pro Jr. Collection is a compilation of the games Parlor Pro Jr. 1, 3, 4 and 5. The game features simulation of the gambling machine from those games.

Parlor! Pro Jr. Vol. 1

Developer	Nihon Telenet
Publisher	Nihon Telenet
Release date	(jp) June 10, 1999
Genre	Casino
Players	1 Player

Parlor! Pro Jr. Vol.1 is the first game of the Jr. series of the same name. The game is a gambling game that features a simulation of the gambling machine CR Deramaitta J-3.

Parlor! Pro Jr. Vol. 2

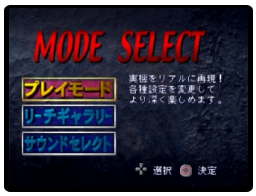
Developer	Mitsui
Publisher	Nihon Telenet
Release date	(jp) November 2, 1999
Genre	Casino
Players	1 Player

Parlor! Pro Jr. Vol.2 is another pachinko game in the series. The game comes with the usual features and gameplay.

Parlor! Pro Jr. Vol. 3

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) November 25, 1999
Genre Casino
Players 1 Player

Parlor! Pro Jr. Vol.3 is the third game of the Jr. series and features a simulation of the gambling machine Resurrection Pikaichi heaven.



Parlor! Pro Jr. Vol. 4

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) December 22, 1999
Genre Casino
Players 1 Player

Parlor! Pro Jr. Vol.4 is the fourth game of the Jr. series and features a simulation of the gambling machine Thunder Skeleton.

Parlor! Pro Jr. Vol. 5

Developer Nihon Telenet
Publisher Nihon Telenet
Release date (jp) February 24, 2000
Genre Casino
Players 1 Player

Parlor! Pro Jr. Vol.5 is the fifth game of the Jr. series and features a simulation of the gambling machine CR Fruit World X.

Parlor! Pro Jr. Vol. 6

Developer	Nihon Telenet
Publisher	Nihon Telenet
Release date	(jp) March 16, 2000
Genre	Casino
Players	1 Player

Parlor! Pro Jr. Vol.6 is the sixth game and the last numbered in the Jr. series of pachinko games. The game features a pachinko gambling machine.

Parlor! Pro Special: CR Harenchi Gakuen & Chou-Shindai

Developer	Nihon Telenet
Publisher	Nihon Telenet
Release date	(jp) November 30, 2000
Genre	Casino
Players	1 Player

Parlor! Pro Special - CR Harenchi Gakuen & CR Chou-Shindai feature the pachinko machines; CR Shameless school and Chow Xintai. The game also feature a “Reach Gallery Mode”.

8.0

Paro Wars

Konami the Best
December 1999

Developer	KCET
Publisher	Konami
Release date	(jp) September 25, 1997
Genre	Tactical role-playing game, Strategy
Players	1-4 Players

Paro Wars features characters and conflicts based upon the popular Parodius series of video games which in turn is a parody of the long running Gradius series. It is the sixth installment of the Parodius series and is the Parodius equivalent to Cosmic Wars, a turn-based strategy game set in the Gradius universe, or R-Type Tactics, set in the R-Type universe.

Simple 1500 Series
Vol. 20
November 1999

Pastel Muse

8.0

Developer Soft Office
Publisher Soft Office
Release date (jp) August 21, 1997
Genre Puzzle
Players 1-2 Players

Pastel Muse is a puzzle game where players shoot colored balls down a slope to match them up with the pile of balls at the bottom. The premise is similar to such games as Puzzle Bobble, but with a difference. Here players not only control the aim, but also how hard they shoot the ball, making it go in an arc across the playing field and down the slope. Also, when they make balls disappear the remaining balls fall further down the slope using some real physics.

PD Ultraman Invader

9.3

Developer Lay-Up
Publisher Bandai
Release date (jp) December 22, 1995
Genre Shooter
Players 1-2 Players

PD Ultraman Invaders is an updated remake of the original Space Invaders featuring a wide variety of heroes and villains from the numerous Ultraman television series produced over the years, rendered in a cartoony SD style. In addition to the original Ultraman, there are also appearances from Ultra Seven, Ultraman Ace, Ultraman Taro, and many others.

Sega Hatsubai
January 2003

Pebble Beach no Hatou Plus

Developer T&E Soft
Publisher Soft Bank
Release date (jp) December 13, 1996
Genre Sports
Players 1-4 Players

Pebble Beach no Hatou Plus is the sequel to the Megadrive game Pebble Beach no Hatou, released in 1994.

The real Pebble Beach is widely regarded as one of the most beautiful courses in the world. It hugs the rugged coastline and has wide open views of the ocean. In 2001 it became the first public course to be selected as the No.1 Golf Course in America by Golf Digest.

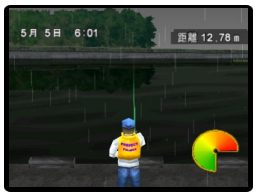
7.3

Pepsiman

Developer KID
Publisher KID
Release date (jp) March 4, 1999
Genre Platformer
Players 1 Player

The game is based on Pepsiman, the official Pepsi mascot from Pepsi's Japanese corporate branch.

The goal of every stage is to run along a set course, jumping or sliding out of harm's way and in the end reach a vending machine.

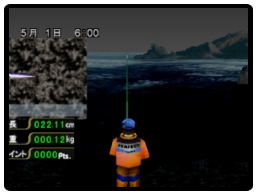


Perfect Fishing: Bass Fishing

Developer Seta Corporation
Publisher Seta Corporation
Release date (jp) March 4, 2000
Genre Sports
Players 1 Player

Perfect Fishing - Bass Fishing is a fishing game that focus on the more realistisc than most of the other fishing games on the PlayStation. Players won't see inside the water like in many other games. In this one, players have to wait until one fish is caught to see it. The player can compete in tournaments, starting in the beginners class and advance to other cathegories. The game features different fishing spots and different weather condifitions.

9.0



Perfect Fishing: Rock Fishing

Developer Seta Corporation
Publisher Seta Corporation
Release date (jp) March 4, 2000
Genre Sports
Players 1 Player

Perfect Fishing - Rock Fishing is another fishing game from Seta. The game feature many of the same features from the Bass Fishing version. The difference between this one and the other game, is that players is fishing on rock places.

Perfect Golf 2

Developer Nasa Corporation
Publisher Seta Corporation
Release date (jp) May 28, 1998
Genre Sports
Players 1-4 Players

Perfect Golf 2 is the sequel to The perfect golf, released by Seta in 1995. The game is a golf simulation where the player can compete in several different tournaments, and more than 400 courses placed in Japan. The game features different game modes, torunaments, and eight different characters to choose from. The game also feature a tutorial.

Perfect Performer: The Yellow Monkey

7.0

Developer Fun House
Publisher Fun House
Release date (jp) July 1, 1999
Genre Music
Players 1-4 Players

Perfect Performer The Yellow Monkey is a Rhythm Action game featuring songs from the JRock band, The Yellow Monkey. It supports up to four players at once, each playing a different instrument, ala a primitive version of Rockband minus the specialty controllers.

"kimsufi.com"

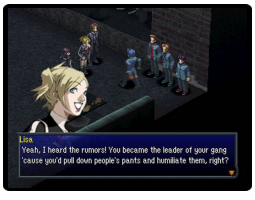
Altus Best Collection
November 2001

Persona 2: Innocent Sin

8.7

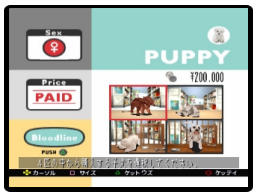
Developer Atlus
Publisher Atlus
Release date (jp) June 24, 1999
Genre Role-playing game
Players 1 Player

Persona 2: Innocent Sin begins three years after the events of the first Persona. Yukino is a returning playable character from Revelations: Persona, and is therefore already familiar with demons and Personas. Maya, on the other hand, only has vague recollections of her Persona, believing it to be a guardian angel that appeared when she was a little girl.



Pet in TV with my dear Dog

7.0



Developer Sugar & Rockets
Publisher SCEI
Release date (jp) November 11, 1999
Genre Simulation
Players 1 Player

In Pet in TV with my dear dog the player is the owner of a dog. The player can choose the style of the house where he and his dog will live. The game features three different styles of houses; modern, classic and Japanese style. The player can choose the breed of the dog and the sex. During the game, the player can buy new dogs, but food, water, items, etc.

Pet Pet Pet

7.0

Developer Mahou
Publisher Magical Company
Release date (jp) October 17, 1997
Genre Simulation
Players 1 Player

Pet Pet Pet is a mix between a virtual pet simulation and a strategy game. Players is the owner of a pet shop in the town, they can buy new pets for the shop, from dogs, cats, rabbits, penguins, etc., to different pet providers. Players can also buy meals, toys, clothes for the animals that they can also sell in their shop. Players can also train their pets in the shop before they sell them, and buy new buildings, like hospital and other facilities to increase their pet emporium on the town.

Magical 1500
December 2000

Photo Genic

7.0

Developer Fill in Cafe, Zero System
Publisher SunSoft
Release date (jp) December 18, 1997
Genre Dating sim, Simulation
Players 1 Player

In Photo Genic, the player takes the role of a young boy that got a job as a photographer. The main goal of the game is improve the boy stats and photograph skills to make him win the heart of one of the girls in town.

Limited Edition
December 1997

Pi to Mail

Developer Hudson Soft
Publisher Hudson Soft
Release date (jp) February 11, 1999
Genre Software
Players 1 Player

Pi to Mail is a communication tool for the PocketStation peripheral that allow the users to talk between them using the PocketStation. They can send and receive messages, etc.

ASCII
Casual Collection
October 2000

Pikinya! EX

5.0

Developer ASCII Entertainment
Publisher ASCII Entertainment
Release date (jp) June 16, 1998
Genre Puzzle
Players 1-2 Players

Pikiinya! is a Japan-exclusive action-puzzle video game originally released in 1997 for the Super Famicom. Pikiinya! EX for the PlayStation is a update of the game, with added cut scenes.

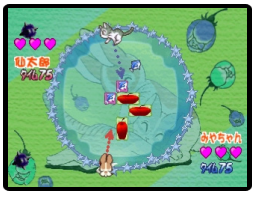
The object of the game is to make lines using the puzzle pieces provided by the game, meanwhile the character will run in a circuit and will only advance when the player complete a line in the puzzle.

Pikupiku Sentarou

Developer Kodansha
Publisher Kodansha
Release date (jp) February 18, 1999
Genre Puzzle
Players 1-4 Players

Based on a manga and anime series, the game is a 2D puzzle game where the players can choose between different characters to play as, and depending on the choises, the ending and story will be different.

The object of the game is running around a circle field while putting pieces and try to hit enemies with the combinations.



Pinball Fantasies Deluxe

Developer Digital Illusions
Publisher VAP
Release date (jp) October 25, 1996
Genre Pinball
Players 1-8 Players

After the success of Pinball Dreams on several systems, a sequel featuring four new tables was created. The gameplay is much the same as the first game, with realistic physics, multi-player options, and a high score table to aim for. The tables are Partyland, Speed Devils, Billion Dollar Gameshow and Stones 'n' Bones, taking in a funfair, racing cars, a tacky game-show, and a graveyard. Each one has a range of ramps, combos, light sequences and targets to shoot.

Pinocchia no Miru Yume

Developer Takara
Publisher Takara
Release date (jp) August 5, 1999
Genre Simulation
Players 1 Player

The game is based on the well-known fairy-tale "The Adventures of Pinocchio". Players choose between a male and female protagonist, and play as a puppet maker who's about to starve to death on Chirstmas Eve due to the inability to make a "pinocchia". As he/she slip into unconsciousness, he plead to a higher being that's listening to grant him a pinocchia, willing to give his life in exchange. Waking up the next morning, he has a "newborn" pinocchia in his hands.

Pitagraph

Developer Ontsu Soft
Publisher Datam Polystar
Release date (jp) December 29, 1995
Genre Other
Players 1 Player

Shichu Suimei Pitagraph is not a game at all, it is just a fortune teller simulator. The user must be able to understand Japanese to "play" this game. The game was also released for the Sega Saturn.

Best Version
August 2000

Pixygarden

9.5

Developer Escot
Publisher Escot
Release date (jp) September 30, 1999
Genre Simulation
Players 1 Player

Pixygarden is a simulation game where the player have to raise a group of four fairies on different planets. Players have to control different aspects, like the temperature, the trees and other plants that they can plant to make their fairies evolve and grown.

The second CD feature a slide show of the game artwork and movies of Choco and Moe.

Planet Dob

6.0

Developer Microvision
Publisher Hudson Soft
Release date (jp) November 18, 1999
Genre Adventure, Mini-games
Players 1 Player

Planet Dob is a strange game. Part adventure, part puzzle, part music, and completely inspired musically. The visuals mix pre-rendered backgrounds, 3D elements, and CG characters, and are full of vibrant colors that pop, swirl and spin.

Planet Laika

7.4

Developer Quintet
Publisher Enix
Release date (jp) October 21, 1999
Genre Adventure, Role-playing game
Players 1 Player

Planet Laika follows the main character, Laika, through a mission to Mars which forces the player to manipulate Laika's multiple-personality disorder in order to solve puzzles.

Unlike most RPGs which feature turn-based battles, Planet Laika's are played out almost like Space Invaders and Pong. The player must bounce around a Mind Core and reflect back the enemies attacks to inflict damage.

6.0

Play de Oboeru Chuugaku Eitango Deruderu 1200

Developer Graphic Research
Publisher Nagase Brothers
Release date (jp) July 23, 1999
Genre Edutainment
Players 1-2 Players

Play de Oboeru Chuugaku Eitango Deruderu 1200 is a educational game covering the English language designed for High school students.

Reprint
January 2000

Play de Oboeru Eijukugo Deruderu 750

Developer Graphic Research
Publisher Nagase Brothers
Release date (jp) July 5, 2000
Genre Edutainment
Players 1-2 Players

Another game revolving around the teaching of the English language. The game, as the last one, are designed for use to train for a English test, with a difficulty level suitable for junior high school-students.

(Opening Release)
July 2000

Play de Oboeru Eitango Deruderu 1700: Center Shiken Level Taiou

Developer Graphic Research
Publisher Nagase Brothers
Release date (jp) January 14, 1999
Genre Edutainment
Players 1-2 Players

Play de Oboeru Eitango Deruderu 1700 is another educational game where the players can learn the english word. This game has the theme of golf. The player have to select the proper Japanese word for the English. The game has twenty words for each golf hole.

Deluxe Reprint
July 1999

Deluxe Package
December 2000

Play de Oboeru Kanji Kentai Deruderu 1100

Developer Graphic Research
Publisher Nagase Brothers
Release date (jp) December 21, 2000
Genre Edutainment
Players 1-2 Players

Another educational game with the theme of fishing. The object of this game is to learn kanji. While players fish, they will need to answer questions on kanji to succeed.

Reprint
April 2000

Play de Oboeru Series Nihonshi Quiz Deruderu 1800

Developer Graphic Research
Publisher Nagase Brothers
Release date (jp) February 29, 2000
Genre Edutainment
Players 1-2 Players

This educational game has the theme of basketball. The object this time are to teach the player on history. While player play basket, they need to answer questions on history lessons.

Reprint
April 2000

Play de Oboeru Series Sekaishi Quiz Deruderu 1800

Developer Graphic Research
Publisher Nagase Brothers
Release date (jp) February 29, 2000
Genre Edutainment
Players 1-2 Players

Another educational game with the theme of basketball. The object in this game also revolves around learning history.

7.4

Play de Oboeru TOEIC Test Goku DeruDeru 1700

Developer Graphic Research
Publisher Nagase Brothers
Release date (jp) March 1, 2001
Genre Edutainment
Players 1 Player

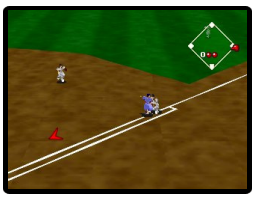
Play de Oboeru Toeic Test Goku Deruderu 1700 is another game in the educational series. Gameplay revolves around reading sentences, then remembering the words read. The game comes with Beginner, Medium and Hard difficulty.

Opening Release
March 2001

Play Stadium

Developer Banpresto
Publisher Banpresto
Release date (jp) April 12, 1996
Genre Sports
Players 1-2 Players

The first one in the series of games made by Banpresto. The game features different kind of game modes, different stadium and teams to select, and cartoon 3D graphics.

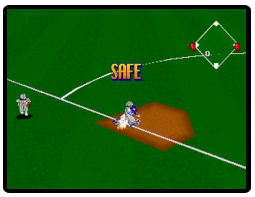


7.0

Play Stadium 2

Developer Banpresto
Publisher Banpresto
Release date (jp) April 11, 1997
Genre Sports
Players 1-2 Players

The second in the series features the usual game modes, different stadiums and teams to select, and cartoon 3D. One of the new features is that the games can be played on daytime or night time.



Play Stadium 3

Developer Banpresto
Publisher Banpresto
Release date (jp) April 16, 1998
Genre Sports
Players 1-2 Players

The third one in the series features the usual different kind of game modes, different stadium and teams to select, and cartoon 3D graphics. One of the new features is the analog and dual shock controller support.

Play Stadium 4: Fumetsu no Dai League Ball

Developer Banpresto
Publisher Banpresto
Release date (jp) July 29, 1999
Genre Sports
Players 1-2 Players

The fourth and last one in the series of games for the PlayStation. The game features, as usual, different kind of game modes, different stadium and teams to select, cartoon 3D graphics and the gameplay that made the series a success.

Pocke-Kano: Fumio Ueno

5.0

Developer Success
Publisher Datam Polystar
Release date (jp) December 16, 1999
Genre Adventure, Mini-games
Players 1 Player

Pocke-Kano - Fumio Ueno is an adventure game with mini games where the player start the game meeting Fumio Ueno, a little girl that he finds injured on the floor. After that, he will continue visiting her. The player can also play different mini games on his PocketStation that will make him earn money to buy Fumio better presents.

Pocke-Kano: Shizuka Houjouin

Developer	Success
Publisher	Datam Polystar
Release date	(jp) December 16, 1999
Genre	Adventure, Mini-games
Players	1 Player

Pocke-Kano - Shizuka Houjouin is another game in the Pocke-Kano series. The player start the game meeting Shizuka Houjo-uin, a little girl that he finds in the park. After she takes him to meet her mother, he will continue visiting her. The game feature PocketStation mini games that will make him earn money to buy Shizuka presents.

Pocke-Kano: Yumi Aida

Developer	Success
Publisher	Datam Polystar
Release date	(jp) December 16, 1999
Genre	Adventure, Mini-games
Players	1 Player

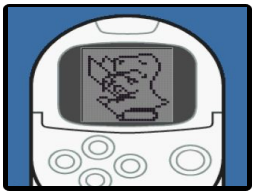
The player start the game meeting Yumi Aida, a little girl that he finds in the park. He later discover that she is his neighbour. The player can use the PocketStation to play mini games, make him earn money to buy Yumi presents.

7.3

Pocket Digimon World

Developer	Bandai
Publisher	Bandai
Release date	(jp) June 29, 2000
Genre	Role-playing game, Fighting
Players	1-2 Players

In Pocket Digimon World, monsters wait to be tamed and un-leashed in battle. 3D action sequences show off the Digimon in arenas and the PocketStation allows portable players to square off. The gameplay is creating a Digimon and raise it on the Pock-etStation, then use it on the main game to challenge computer or other players digimons in 3D arenas.

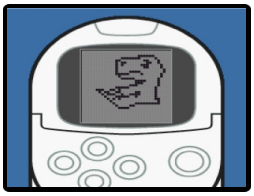


Pocket Digimon World: Cool & Nature Battle Disc

6.0

Developer	Bandai
Publisher	Bandai
Release date	(jp) February 22, 2001
Genre	Role-playing game, Fighting
Players	1-2 Players

Pocket Digimon World - Cool & Nature Battle Disc is the third and last game released in the Pocket Digimon World series for PlayStation. The game allows the player to use data from the previous games and features 20 new digimons.

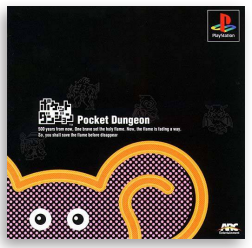


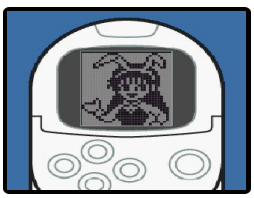
Pocket Digimon World: Wind Battle Disc

4.3

Developer	Bandai
Publisher	Bandai
Release date	(jp) October 26, 2000
Genre	Role-playing game, Fighting
Players	1-2 Players

Pocket Digimon World - Wind Battle Disc is the second game in the Pocket Digimon World series. The game allows the player to use data from the previous game.





Pocket Dungeon

Developer	Arc Entertainment
Publisher	SCEI
Release date	(jp) May 4, 1999
Genre	Role-playing game
Players	1 Player

Pocket Dungeon is a RPG game where players fight battles with monsters that they captured by playing the PocketStation. The main game, played on the PocketStation, is a first person perspective RPG where the player takes the role of a young hero that begins his quest in a town. He can go around and talk to the town people, and after that he can go to the dungeons and fight monsters.

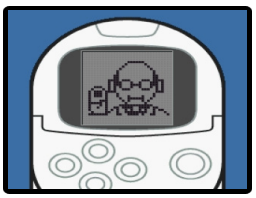
Pocket Family: Happy Family Plan

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(jp) July 8, 1998
Genre	Mini-games, Simulation
Players	1 Player

Pocket Family - Happy Family Plan is a simulation game where the player take control of a whole family and have to take care of them, check what they need, and make them have the happiest life they can. The members of the family grow up, get married, and get their own sons and daughters.

The game also features Pocketstation compatibility.

Pocket Jiman



Developer	Sugar & Rockets
Publisher	SCEI
Release date	(jp) January 13, 2000
Genre	Role-playing game, Mini-games
Players	1 Player

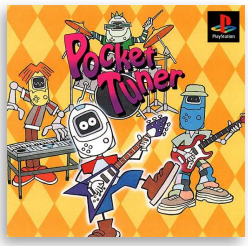
Poket Jiman is a communication tool that allows players to create and configure a complete RPG game that they can use in their PocketStation. The game features a design of the different dungeons floors, characters and also a name on each item.

Pocket MuuMuu

7.0

Developer	Sugar & Rockets
Publisher	SCEI
Release date	(jp) February 4, 1999
Genre	Mini-games
Players	1 Player

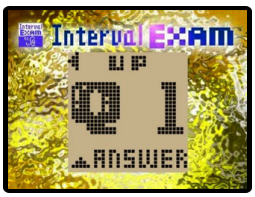
Pocket Muumuu was a way of promoting the new Sony peripheral, the PocketStation. The gameplay takes place in an alien world where the players job is about making money to buy games for the PocketStation and additions to their future theme park. To make money, players need to play the PocketStation games.



Pocket Tuner

Developer	River Hill Software
Publisher	River Hill Software
Release date	(jp) August 12, 1999
Genre	Mini-games, Trivia
Players	1 Player

Pocket Tuner is a collection of mini games with a music theme, like Pocket Pitch, Beat Trainer, Beat Keeper, Interval Exam, etc. designed to be used in the PocketStation device. All those modes features quiz questions to test the players skills.



Posit

8.0

Developer	Play Avenue
Publisher	Play Avenue
Release date	(jp) September 20, 1996
Genre	Puzzle
Players	1-2 Players

Pojitto, or Posit, is a 3D puzzle game with 16 different characters. The gameplay is a mix between a chess and a puzzle game, moving just 2 pieces, a cube and the main piece. The game features different stages depending on the character.

The game also features a vs. mode against the computer or another player.

Pokeler

Developer	Atlus
Publisher	Atlus
Release date	(jp) October 28, 1999
Genre	Software
Players	1 Player

Pokeler, or Pokera, is a communication tool that allows the players to configurate events, add them to the calendar, add different faces, music and sounds for their PocketStation. All is configurable in the differents menus.

Pokeler DX Black

Developer Atlus
Publisher Atlus
Release date (jp) April 20, 2000
Genre Software
Players 1 Player

Pokeler DX Black is another communication tool that allows the players to configurate events, add them to the calendar, add different faces, music and sounds for their Pocketstation.

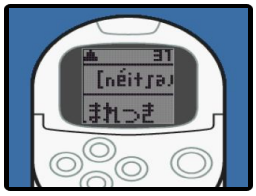
Bundled with this version was a black stand for the pocketStation, as seen in the picture.

Pokeler DX Pink

Developer Atlus
Publisher Atlus
Release date (jp) April 20, 2000
Genre Software
Players 1 Player

Same as the black version, but this time the Pokeler game comes bundled with a pink stand. The same functions as before, like the schedule function, melody creating function, and face creation.

PokeTan



Developer Sugar & Rockets
Publisher SCEI
Release date (jp) October 21, 1999
Genre Edutainment
Players 1 Player

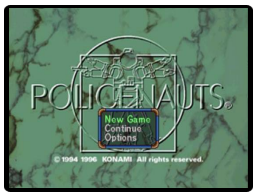
Poketan, also known as Pokehito, is a communication/translation tool that allows the player to watch english words and compare them with the Japanese words using the Pocketstation device. The game features more than 1600 different words.

w/ PocketStation
October 1999

PSOne Books
August 2003

Policenauts

8.3



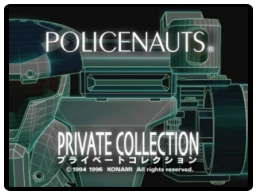
Developer	KCEO
Publisher	Konami
Release date	(jp) January 19, 1996
Genre	Action-adventure
Players	1 Player

Policenauts is an interactive movie graphic adventure game with a hard science fiction storyline, written and directed by Hideo Kojima. It was initially released for the PC-9821 computer platform in 1994, and followed by a remade version for the PlayStation in 1996.

A fan translation of the PlayStation version has been produced, which has gained attention from the video game media.

Policenauts Private Collection

7.7

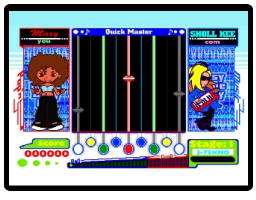


Developer	Konami
Publisher	Konami
Release date	(jp) February 9, 1996
Genre	Other
Players	1 Player

Prior to releasing the standard version of the game, Konami issued the Policenauts: Pilot Disk for the 3DO. This disc contains a playable demo, an encyclopedia of the game's backstory, featurettes, and information about the game's voice actors and developers. Policenauts: Private Collection, released for the PlayStation, features much of the same content as the Pilot Disk, adding an earlier version of the game's script as well.

Pop'n Music

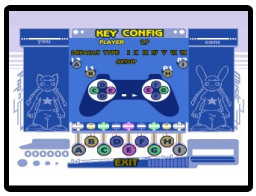
8.0

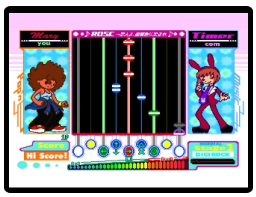


Developer	KCE Yokohama
Publisher	Konami
Release date	(jp) February 25, 1999
Genre	Music
Players	1-2 Players

pop'n Music, commonly abbreviated as Pop'n, PM or PNM, is the first in a music video game series in the Bemani series. The games are known for their bright colors, upbeat songs, and cartoon character graphics. Although Pop'n Music was originally intended to be played by couples on dates, it has greatly escalated in difficulty since early iterations, and has since then attracted many players of beatmania and other Bemani games.

8.2





Pop'n Music 2

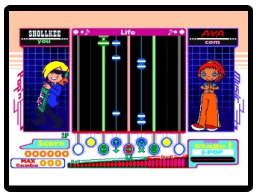
Developer Konami
Publisher Konami
Release date (jp) May 25, 2000
Genre Music
Players 1-2 Players

pop'n Music 2 is the second game in the series and is also a port of the arcade machine, the PlayStation version features the game modes: Arcade, Original, and Training.

Unlike most of the Bemani series, the Pop'n Music controller is not designed to represent any real musical instrument. Instead it is a pattern of nine buttons in two rows; four on top and five on the bottom.

Konami the Best
May 2000

6.0

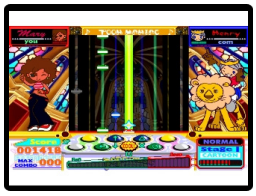


Pop'n Music 3 Append Disc

Developer Konami
Publisher Konami
Release date (jp) February 10, 2000
Genre Music
Players 1-2 Players

pop'n music 3 is one of the many titles in Konami's long-running rhythm game franchise, and the first of two "Append Discs" that require either pop'n music 2 or another Key Disc in the series in order to play. This particular release includes new music from the arcade version, and also includes many of the secret unlockable songs and modes from the previous releases available from the outset, in addition to new high-difficulty options such as Hi-Speed and Turbo settings in Survival mode.

6.5



Pop'n Music 4 Append Disc

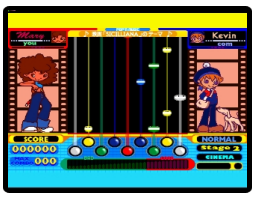
Developer Konami
Publisher Konami
Release date (jp) October 12, 2000
Genre Music
Players 1-2 Players

pop'n music 4 is the second of two "Append Discs" that require either pop'n music 2 or another Key Disc in the series in order to play. This particular release includes new music from the arcade version, and also restores the Beginner mode that has been previously removed from the home releases.

"mobygames.com"

Pop'n Music 5

8.3



Developer Konami
Publisher Konami
Release date (jp) November 22, 2001
Genre Music
Players 1-2 Players

pop'n music 5 includes all of the music from the arcade version, along with several tracks and modes from the arcade version of pop'n music 6, which had already been released. It also functions as a Key Disc for the Append Disc releases in the series, much like Konami's other Bemani franchises.

"mobygames.com"

Pop'n Music 6

7.0

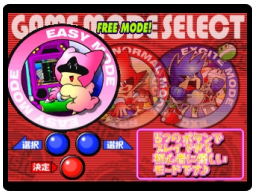
Developer Konami
Publisher Konami
Release date (jp) June 27, 2002
Genre Music
Players 1-2 Players

pop'n music 6 includes all of the music from the arcade version, along with an extensive collection of tracks from previous releases, for a total of over 100 songs available to play. It also included support for an online high-score ranking service, though this has since been closed. It also functions as a Key Disc for the Append Disc releases in the series, much like Konami's other Bemani franchises.

"mobygames.com"

Pop'n Music Animation Melody

7.0



Developer KCE Studios
Publisher Konami
Release date (jp) June 27, 2000
Genre Music
Players 1-2 Players

Animation Melody is a straight port of the arcade version Animelo, and includes a selection of popular anime theme songs from shows such as Dragon Ball Z, Cutey Honey, Kinnikuman, and Galaxy Express 999. The game itself is built off of pop'n music 4, and features the same selection of game modes.

"mobygames.com"

6.5

Pop'n Music Disney Tunes

Developer Konami
Publisher Konami
Release date (jp) November 22, 2000
Genre Music
Players 1-2 Players

Disney Tunes is a straight port of the arcade version Mickey Tunes, and includes a selection of popular songs from Disney's vast catalog of animated films. The game itself is built off of pop'n music 4, and features the same selection of game modes.

"mobygames.com"

7.0

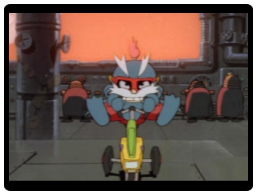
Pop'n Tanks!

Developer Symbio, Roman-Tech
Publisher Enix
Release date (jp) July 29, 1999
Genre Shooter
Players 1-2 Players

Pop 'n Tanks is a tank combat game that strives for the dimunitive and the comic rather than the realistic. The players pilot a mini-tank across a 3D terrain, crushing barricades and shelling other tanks. Tanks may be customized by using a variety of parts, and once configured to the player's preferences, the data may be saved to a Memory Card.

"kimsufi.com"

7.7



PoPoLoCrois Monogatari

Developer G-Artists, Sugar & Rockets
Publisher SCEI
Release date (jp) July 12, 1996
Genre Tactical role-playing game
Players 1 Player

The game starts at the night of Pietro's 10th birthday, when he learns that his mother, who he thought was long dead, was found in a coma. Pietro sets out on a journey along with the apprentice forest witch, Narcia, to save his mother's soul from the underworld. Pietro has to free her soul and defeat a menacing demon that is threatening to destroy the entire kingdom. As the story goes on, Pietro grows older.

PSOne Books
October 2001

PoPoLoCrois Monogatari II

8.0

PSOne Books
December 2001

Developer	G-Artists, Sugar & Rockets
Publisher	SCEI
Release date	(jp) January 27, 2000
Genre	Tactical role-playing game
Players	1 Player

Popolocrois II is actually the third game in a series of popular RPG called ‘’Popolocrois Monogatari’’ (The Story of Popolocrois). Two years ago, the prince of PoPoLoCrois, Pietoro, and his mother, Sanria, fought a great battle with the Ice Demon and his minions. Pietoro has just turned twelve and his time to become a man is close at hand.

PoPoRoGue

7.6

PSOne Books
November 2001

Developer	G-Artists, Sugar & Rockets
Publisher	SCEI
Release date	(jp) November 26, 1998
Genre	Tactical role-playing game
Players	1 Player

Poporogue is the sequel to SCEI’s 1996 hit, Popolocrois. The battles in this game are not random, players can see the monsters on the screen and avoid them. What’s more is that if players choose to escape from a battle, the monsters they ran from will chase them around the dungeon. Every time players enter a dungeon, the pathways in the dungeon are randomly generated, though the landmarks remain in the same areas.

Potestas

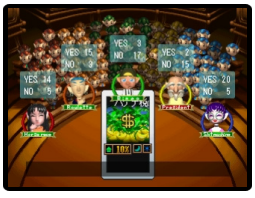
8.0

PSOne Books
December 2001

Developer	Video Champ
Publisher	Nexus Interact
Release date	(jp) April 12, 1996
Genre	Strategy
Players	1-4 Players

Potestas is a political simulation game where the player have to take on different politic stands on land, buildings, taxes, farming, gambling, etc. The player can check every part of his country, to know what the people of each part of the land needs, and try to solve their problems.

The game also features a multiplay option that allows up to 4 players to play at the same time in a vs mode.



Power Dolls 2: Detachment of Limited Line Service

Developer	Kogado Studio
Publisher	ASCII Entertaiment
Release date	(jp) November 20, 1997
Genre	Tactical role-playing game, Strategy
Players	1 Player

Power Dolls 2 - Detachment of Limited Line Service is a Tactical RPG where an all-female elite force defend their homeworld, Omni, which is seeking it independence from Earth, using a variety of mecha-based weapons.

The game has two game modes: Campaign Start and Scenario.

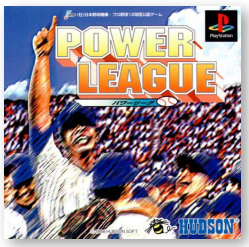
ASCII
Casual Collection
April 2001

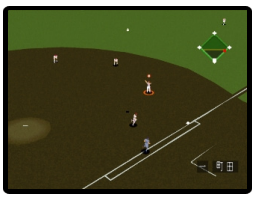
4.0

Power League

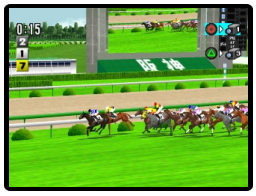
Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(jp) November 12, 1998
Genre	Sports
Players	1-2 Player

Power League is a 3D baseball game that features different game modes: Tournament, Vs Mode, Practice, Edit teams, etc. The game lack different camera angles.





Power Stakes



Developer	Tose Software
Publisher	Aques
Release date	(jp) April 11, 1997
Genre	Simulation
Players	1 Player

Power Stakes is the first game in the horse simulation game series by Tose Software. In the game, the player can only go through different stats of horses, places and jockeys. There is no gameplay at all, and the player can only choose to view different races from different camera angles.

Power Stakes 2

Developer Tose Software
Publisher Aques
Release date (jp) April 9, 1998
Genre Simulation
Players 1 Player

Power Stakes 2 is the third and last game in the series, featuring new data from a new season. The game again features a 3D engine to watch the race in different camera angles. The game also features the pedigree data.

Power Stakes Grade 1

3.0

Developer Tose Software
Publisher Aques
Release date (jp) October 9, 1997
Genre Simulation
Players 1 Player

Power Stakes Grade 1 is the second game in the series and features data from a new season, and the 3D engine to watch races on different camera angles.

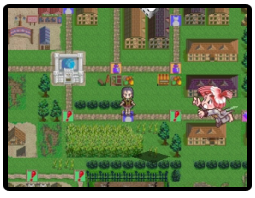
Best Wing 2800
August 2000

Princess Maker: Go! Go! Princess

8.0

Developer Nine Lives
Publisher Nine Lives
Release date (jp) January 21, 1999
Genre Board game
Players 1-4 Players

In GoGoPrincess, players choose to play as one of the four classic Princess Maker Girls. Unlike other Princess Maker games, this game is a board game. When the game starts, the screen shifts to a certain landmark. This landmark is where the players girl has to go to before any other girl playing. The player start at age 10 and continue to play for 96 turns, until age 18.



8.5

Princess Maker Pocket Dai-sakusen

Developer Nine Lives
Publisher Nine Lives
Release date (jp) August 13, 1998
Genre Puzzle
Players 1-2 Players

Princess Maker Pocket Daisakusen is a puzzle-Tetris-type game, featuring the Princess Maker girls. Players may choose between Maria, Olive, and Lisa. Depending on who one play as and what direstions one take when given choices, players can meet different people for different ending opprotunities.

Best Wing 2800
July 2000

7.0

Princess Maker: Yumemiru Yosei

Developer Nine Lives
Publisher Nine Lives
Release date (jp) January 24, 1997
Genre Simulation
Players 1 Player

The fourth in Gainax' Princess Maker simulation series. A young fairy wants to become a human princess. The fairy Queen first refuses to fulfill her wish, but the fairy becomes so upset that the Queen finally decides to make her reborn as a princess, and entrusts her future to the player. Players are the one responsible for what the little princess will become. They can give her a good education, let her study a lot, fight, develop a sense for arts, etc.

7.0

Prism Court

Developer FPS
Publisher FPS
Release date (jp) February 26, 1998
Genre Adventure, Simulation
Players 1 Player

In Prism Court, the player takes the role of a Coach of a female high school volleyball team. The object of the game is to take the team to the national tournament.

The game also features a gallery mode that will be opened after finishing the game. In the gallery, the player can see an album of memories that will be told by the team member.

SuperLite 1500 Series
December 2002

Prismaticallization

9.5

Developer	Arc System Works
Publisher	Arc System Works
Release date	(jp) October 28, 1999
Genre	Adventure
Players	1 Player

In this game, the player relive the same day over, and over, and over again. Each time the day loops, it plays out slightly different from the previous day.

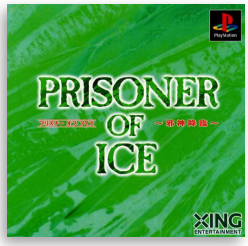
The gameplay is comprised of a good bit of text dialog with the occasional multiple choice decision to make.

Prisoner

9.0

Developer	Feycraft
Publisher	Mainichi
Release date	(jp) November 11, 1999
Genre	Role-playing game, Adventure
Players	1 Player

Prisoner is a classic 2D RPG with a Sci-Fi theme. The player controls a character that start in a town, talking to different characters to advance in his quests.



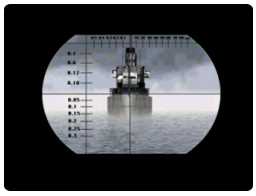
Prisoner of Ice: Jashin Kourin

8.0

Developer	Infogrames
Publisher	Xing Entertainment
Release date	(jp) December 25, 1997
Genre	Adventure
Players	1 Player

Another game in Infogrames' line of H. P. Lovecraft inspired games started by Alone In the Dark, Prisoner of Ice puts players in the role of Lt. Ryan, an American agent stationed aboard the submarine H.M.S. Victoria on a rescue mission to the Antarctic.

The game features a very simplified version of the classic adventure game interface, where players can left click with the cursor to operate an object or right click to look at it.



Pro Logic Mahjong Hai Shin

Developer Warashi
Publisher Aques
Release date (jp) December 20, 1996
Genre Board game
Players 1 Player

Pro Logic Mahjong Hai-Shin is the first game in the Hai Shin series of mahjong games. The game comes with different game modes.

Pro Mahjong: Joryuu Suzume Osamu Ni Chousen

BPV
May 2001

Developer Culture Brain
Publisher Culture Brain
Release date (jp) November 2, 1999
Genre Board game
Players 1 Player

Pro Mahjong Joryuu Suzume Osamu Ni Chousen is a mahjong game featuring six girls to play against.

Pro Mahjong Kiwame Plus

PlayStation the Best
April 1999

Developer Athena
Publisher Athena
Release date (jp) August 30, 1996
Genre Board game
Players 1 Player

Pro Mahjong Kiwame Plus is a mahjong game and the first in the series. The game features 16 different real mahjong players as opponents with the play mode 4 player vs mahjong.

The game features three game modes: Professional, Gamble and Training.

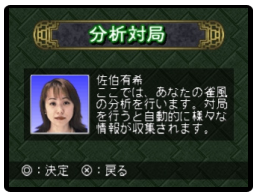
Reprint
March 2000

Pro Mahjong Kiwame Plus II

Developer Athena
Publisher Athena
Release date (jp) October 12, 1998
Genre Board game
Players 1 Player

Pro Mahjong Kiwame Plus II is a mahjong game and the second in the series. The game features 16 different real mahjong players as opponents with the play mode 4 player vs mahjong.

The game feature three game modes: Professional, Gamble and Training.



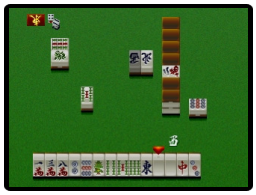
Goku Series
September 2000

Pro Mahjong Kiwame Tengensenhen

Developer Athena
Publisher Athena
Release date (jp) October 28, 1999
Genre Board game
Players 1 Player

Pro Mahjong Kiwame Tengensenhen is a mahjong game and features 16 different real mahjong players as opponents with the play mode 4 player vs mahjong.

The game feature three game modes: Professional, Gamble and Training.



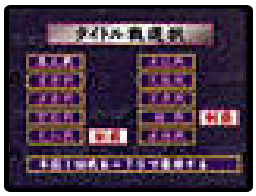
BPV
December 2000

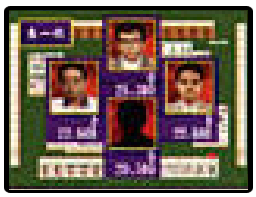
Pro Mahjong Tsuwamono 2

Developer Culture Brain
Publisher Culture Brain
Release date (jp) May 13, 1999
Genre Board game
Players 1 Player

Pro Mahjong Tsuwamono 2 is a mahjong game that feature four different mahjong game and 16 different players as opponents, along with the usual features and gameplay.

Pro Mahjong Tsuwamono 3





Developer Culture Brain
Publisher Culture Brain
Release date (jp) May 18, 2000
Genre Board game
Players 1 Player

Pro Mahjong Tsuwamono 3 is the third and last game in the Tsuwamono series. The game is another mahjong game with some new features.

BPV
August 2002

Pro Wrestling Sengokuden

Developer Dream Japan
Publisher KSS
Release date (jp) June 27, 1997
Genre Simulation
Players 1 Player

Pro Wrestling Sengokuden is a simulation game that allows the player to train a future champion. Players decide the different week trainings and arrange different matches against other wrestlers.

9.0

Pro Wrestling Sengokuden 2

Developer Dream Japan
Publisher KSS
Release date (jp) June 25, 1998
Genre Simulation
Players 1 Player

Pro Wrestling Sengokuden 2 is the third and last game in this wrestling series for the PlayStation. As in the first game, the player train a future champion and decide the different week trainings and arrange different matches against other wrestlers. At the beginning of the game, the player can choose the weight, height and appearence of his character, as well as asign him different points to increase his stats.

Pro Wrestling Sengokuden: Hyper Tag Match

2.5

Developer	Dream Japan
Publisher	KSS
Release date	(jp) June 27, 1997
Genre	Sports
Players	1-4 Players

Pro Wrestling Sengokuden - Hyper Tag Match is not a simulation game, as the other games in the series, but a wrestling game. The player can fight in the different matchses, with the option to play tag match with up to 4 players at the same time.

Pro Yakyuu Nettou Puzzle Stadium

7.2

Developer	Coconuts Japan
Publisher	Coconuts Japan
Release date	(jp) May 7, 1998
Genre	Puzzle
Players	1-2 Players

The game is a mixture between Puyo Puyo and baseball, featuring the 1997 Nippon Professional Baseball teams and mascots from Central League and Pacific League.

The player drop a pair of two blocks which can be moved left and right and rotated into his playing field. Like in Puyo Puyo, when four or more block of the same color form together to create a group, vertical, horizontal, they will disappear.

Pro Yakyuu Simulation Dugout '99

Developer	DigiCube
Publisher	DigiCube
Release date	(jp) October 28, 1999
Genre	Simulation
Players	1 Player

Pro Yakyuu Simulation Dugout '99 is a baseball simulation game with data from more than 800 players. The player is a manager of a Japanese baseball team, and have to choose the tactics, players, pitching rotation, order pattern, etc., the lineup, trade players, etc. Players can also check the team information, watching statistics, newspapers, the farm, etc.

Project GaiaRay

Developer Shoeisha
Publisher Shoeisha
Release date (jp) October 23, 1997
Genre Action
Players 1-2 Players

Project Gaiaray is a game similar to Sega's Virtual On. The player can choose between six different robots, and fight against other robots in different combat arenas using normal or special attacks.

Project V6

Developer General Entertainment
Publisher General Entertainment
Release date (jp) February 26, 1998
Genre Simulation
Players 1 Player

Project V6 is a simulation game where the player is a manager of an idol group during a whole year. Each week, the player decide what each members of the group will do, and also balance between popularity and the health of the group members.

The game also features some events in which the members face enemies in a RPG style gameplay.

Proof Club

7.0

Developer Yutaka
Publisher Yutaka
Release date (jp) July 17, 1997
Genre Board game
Players 1-5 Players

Proof Club is a game based on classic board game Cluedo, where the player can play against five different players. The game features two different cases and boards: The express and the mansion.

The gameplay, like in Cluedo, has the board divided into different rooms.

Psychic Force: Puzzle Taisen

7.0

Developer Taito Corporation
Publisher Taito Corporation
Release date (jp) October 2, 1997
Genre Puzzle
Players 1-2 Players

Psychic Force Puzzle Taisen is a puzzle game with gameplay similar to Puzzle Bobble. The gameplay involves players shooting off colored projectiles which they aim at groups of the same colored spheres.

All three Psychic Force games were released together as an anniversary pack for the PS2 in 2006.

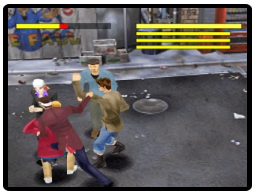
Psychometrer Eiji

8.0

Developer On Dimand
Publisher Kodansha
Release date (jp) February 18, 1999
Genre Action-adventure
Players 1 Player

Psychometrer Eiji is based on the Japanese manga and television series. Players take the role of Asuma Eiji, a “sensitive” who can view the past of a person just by touching them. Goaded by detective Otsuka Nene, the unusual duo solve crimes in this 3D action-thriller.

The gameplay is a mix between action and an adventure, with some levels playing like a beat’em up.



Puffy: Puffy no P.S. I Love You

7.5

Developer SCEI
Publisher SCEI
Release date (jp) March 11, 1999
Genre Music, Light-gun
Players 1 Player

Puffy: P.S. I Love You is a light gun game that stars the JRock band, Puffy AmiYumi. The title is a homage to The Beatles song “P.S. I Love You” from their Please Please Me album.

The game features: Movie Player, where one play two different video clips. Photo Album. And Gun game, where the player shoot at the cans that appear at the screen during the video clip.

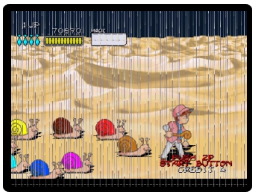
Pukunpa: Joshikouki no Houkago

Developer Athena
Publisher Athena
Release date (jp) September 27, 1996
Genre Puzzle
Players 1-2 Players

Pukunpa Joshikousei No Houkago is a puzzle game. The gameplay is simple: The player have to join more than three puzzle pieces of the same colour to make them dissapear and send them to the opponent. There are also stoneblocks that can't be destroyed. When the opponent or the player pieces reaches the top, the match ends.

Pu-Li-Ru-La

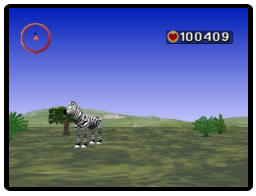
6.0

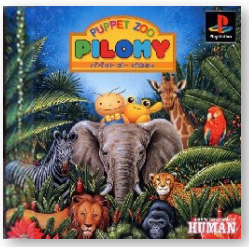


Developer Taito
Publisher Xing Entertainment
Release date (jp) August 28, 1997
Genre Beat'em Up
Players 1-2 Players

Pu-Li-Ru-La is a psychedelic side-scrolling arcade beat 'em up set in the magical land of Radishland. Gameplay-wise the game is a side-scrolling beat 'em up in which players control their character in a 2.5D isometric plane as he clears each stage by beating the many wacky enemies with his stick and a few magic spells that are randomly selected whenever players start the game.

Puppet Zoo Pilomy





Developer Human Entertaiment
Publisher Human Entertaiment
Release date (jp) February 16, 1996
Genre Strategy
Players 1 Player

Puppet Zoo Pilomy is a simulation game that plays like Toy Blocks. Players build up different kinds of animals, and explore the nature with them. The player first needs to ask Dr. Polygon for animal pieces, then combine the pieces to create different kind of animals.

Reprint
November 1999

Purumui Purumui

7.0

Developer	F2 Company
Publisher	Culture Publishers
Release date	(jp) September 14, 1999
Genre	Adventure, Role-playing game
Players	1 Player

Purumui Purumui is a self-described "morphing RPG", an action RPG which includes elements of A Boy and His Blob and cooking games like Cooking Mama. Madoka can find or purchase different ingredients, then use them to prepare different dishes, which when fed to Mui result in different transformations, including bridges and ladders, as well as different types of weapons for use in the dungeons.

"mobygames.com"

Pururun! With Shape UP Girls

7.0

Developer	Graphic Research
Publisher	J-Wing
Release date	(jp) January 10, 1997
Genre	Puzzle
Players	1-2 Players

Pururun! With Shape UP Girls is a breakout puzzle game that features more than 100 stages. The game is endorsed by the Japanese music group Shape Up Girls. The game features movies and photographs of the girls. The goal is to clear all the bricks in each stage to advance to the next one.

PlayStation the Best
March 2000

Puyo Puyo Tsuu Ketteiban

9.6

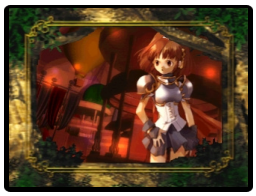
Developer	Compile
Publisher	Compile
Release date	(jp) November 15, 1996
Genre	Puzzle
Players	1-2 Players

Puyo Puyo Tsu is the second installment of the Puyo Puyo games; the sequel to Puyo Puyo, made in 1994 by Compile. Compile put more thought into this game after its predecessor became successful, but never knew how much of a turnaround the game would bring.

The name of Puyo Puyo Tsu comes from an English pun, as "tsu" (tsū, meaning Expert) when spoken aloud sounds similar to the English word "two".

9.0

Puyo Puyo~n: Kakkun to Issho



Developer Compile
Publisher Compile
Release date (jp) December 16, 1999
Genre Puzzle
Players 1-2 Players

Puyo Puyo~n is the fourth installment of the Puyo Puyo puzzle game series. The name of Puyo Puyo~n comes from the Japanese word yon (meaning four), signifying the fourth game in the series.

Unlike the previous games where the storyline is rather comical, ~n has a serious storyline, reminiscent of those in the Madou Monogatari games.

8.5

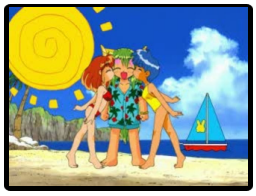
Puyo Puyo Box

Developer Compile
Publisher Compile
Release date (jp) December 21, 2000
Genre Puzzle
Players 1-4 Players

Puyo Pyuo Box is a compilation package featuring the classic arcade puzzle games Puyo Puyo and Puyo Puyo 2. The compilation comes with both full games and several choices of gameplay modes, as well as a completely independent "quest" mode in which one play an RPG as series heroine Arle as she explores the world in search for 6 magical seals.

8.5

Puyo Puyo Sun Ketteiban



Developer Compile
Publisher Compile
Release date (jp) November 27, 1997
Genre Puzzle
Players 1-2 Players

Puyo Puyo Sun is the third entry in the main Puyo Puyo series of real-time puzzle games, its title being a pun involving the Japanese word for "three".

New for Puyo Puyo Sun are the Sun Puyos, which can be added to combos for extra damage. Also includes are a 2P vs mode, challenge modes and galleries and other bonus features.

PlayStation the Best
April 2001

Puzzle Arena Toshinden

8.0

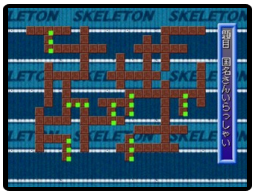
Developer Takara
Publisher Takara
Release date (jp) June 20, 1997
Genre Puzzle
Players 1-2 Players

Puzzle Arena Toshinden takes the furious fighters right out of the ring and into the world of puzzle games. The game plays out much like the Puyo Puyo series by Sega. Connect three balloons of the same color to make them disappear. Get combos to have black pieces fall on the opponent's side that are harder to get rid of.

"mobygames.com"

Major Wave Series
October 2000

Puzzle Mania

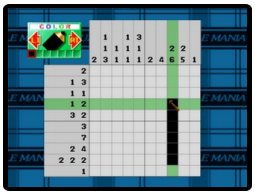


Developer Human Club
Publisher Human Entertainment
Release date (jp) February 25, 1999
Genre Puzzle
Players 1 Player

Puzzle Mania features a numbers crossword puzzle game and assorted variants (Crossword Number Place, Skeleton Crossword and Number Crossword) which requires logic and quick thinking. The game also comes with a complete tutorial in Japanese.

Major Wave Series
November 2000

Puzzle Mania 2



Developer Human Club
Publisher Human Entertainment
Release date (jp) March 25, 1999
Genre Puzzle
Players 1 Player

Puzzle Mania 2 features several new crossword puzzle games and assorted variants (Crossword Number Place, Skeleton Crossword and Number Crossword) which requires logic and quick thinking. The game also features a complete tutorial in Japanese.

Pocke-Kano - Yumi Aida